MASS EFFECT

d20 system

Table of Contents

Chapter 1: Introduction 6
- Getting Started 6

Chapter 2: Character Creation 12
- Races 15
  - Asari 15
  - Batarians 18
  - Drell 20
  - Elcor 21
  - Humans 22
  - Krogan 24
  - Quarian 27
  - Salarian 30
  - Turian 32
  - Volus 35
  - Vorcha 36
  - Angara 38
- Vital Statistics 39
- Character Morality 41
- Classes 42
  - Adept 45
  - Engineer 46
  - Infiltrator 47
  - Sentinel 49
  - Soldier 51
  - Vanguard 52
- Race Specific Classes 53
  - Asari Pure Biotic 53
  - Asari Huntress 54
  - Asari Scientist 56
  - Batarian Brawler 57
  - Drell Assassin 59
  - Elcor Living Tank 62
  - Human Explorer 64
  - Krogan Battlemaster 66
  - Quarian Machinist 67
  - Salarian Scientist 69
  - Turian Agent 70
  - Volus Protector 72
  - Vorcha Hunter 73
  - Angara Resistance fighter 75
- Above 20th level 76

Chapter 3: Skills and Feats 78
- Skills 79
- Feats 104

Chapter 4: Specializations 118
- Combat Specialization 119
- Biotic Specialization 137
- Tech Specialization 160
- Ammo Specialization 178
- Power Mods 183

Chapter 5: Items and Equipment 196
- Weapons 198
- Armors 223
- Biotic Amplifiers 234
- Omni-Tools 236
- Weapon Modifications 240
- Armor Modifications 248
- Other Equipment 250
- Heavy Weapons 260
- Cybernetics 266
- Equipment and ME timeline 277

Chapter 6: Combat 278
- The Battle Grid 279
- How Combat Works 279
- Combat Statistics 280
- Critical Hits and Critical Failures 283
- Attacks of Opportunity 284
- Actions in Combat 285
- Attack Actions 286
- Special Attack Related Actions 287
- Movement, Position and Distance 290
- Special Movement Rules 291
- Injury and Death 292
- Combat Modifiers 294
- Cover and Line of Effect 295
- Combat Maneuvers 296
- Special Initiative Actions 302
- Weight Load 303

Chapter 7: Game Mastering 304

Chapter 8: Other Rules 310
- Losing Body Parts 311
- Morale (Variant Rule) 312
- Retraining 314
- Character Flaws (Variant Rule) 315
- Research 317
- Character Traits (Variant Rule) 321
- Achievement Feats (Variant Rule) 327
- Tricks 330
- Additional Variant Rules 332
- Ground Warfare 333
- Space Warfare 346
- Resting 354
- Overland Movement 354
- Handling Space Exploration 356

Chapter 9: NPC's and Enemies 358
- Geth 361
- New Race/Class: Sentient Geth 371
- Blood Pack Mercenaries 376
- Blue Suns Mercenaries 381
- Eclipse Mercenaries 389
- CAT6 Mercenaries 398
- Mechs 401
- Reaper Ground Forces 408
- Cerberus Forces 415
- Collector Forces 422
- Drones 429
- Military Personnel 432
- Rachni 438
- Kett 441
- Remnants 445
- Andromeda NPCs 449
- Alien Creatures 454
- Other Races 460
- Non-Combatant NPCs 465

Chapter 10: Ships and Vehicles 466
- Type of Ships and Vehicles 467
- Ships and Vehicles Statistics 467
- Driving/Piloting 475
- Vehicle and Ship Customization 476

Chapter 11: Environmental Rules 486
- A Varied Universe 487
- Environmental Hazards 495
- Afflictions 507

Chapter 12: Mass Effect Universe 510
- The Milky Way 511
- The Citadel Council 512
- Galactic Standard Time 514
- Councilors 515
- Citadel 515
- Systems Alliance 518
- Other Important Locations 520
- Timeline 528

Chapter 13: Appendix 540
- Special Abilities 541
- Conditions 543
- Glossary 545
- Area Damage Sizes 552

Credits

Lead Game Designer: João Paulo da Vinha Santos

Additional Game Design Contributions: Ricardo Freire da Silva, Olivier Brassard, Christopher Humphries, Tommy Rayburn, Javier Suarez, Bobby Weiss, Mathew Rodriguez, Robert Day, S. D. Kahler II, Yoav Beeri, Alice Michalak, Sergey Arseev, Anthony Roach

Lead Graphic Designer: Tommy Rayburn

Additional Graphic Design Contributions: João Paulo da Vinha Santos, Benjamin Slack

Images used are take from these Mass Effect Concept Books: The Art of Mass Effect, Art of the Mass Effect Universe, Mass Effect 2 Collector's Edition: Art Book, and The Art of Mass Effect 3

Special Thanks

To the BioWare team that brought us one of the most amazing science-fiction universe and one of the best roleplaying games there is.

To all those who supported me and helped shaped this game with ideas, feedback and playtests.

Based on the Mass Effect RPG created by BioWare and on the d20 system rules.

This game would not be possible without the passion and dedication of gamers who helped playtest and develop it. This game is for enjoyment purposes only, it is NOT for sale.

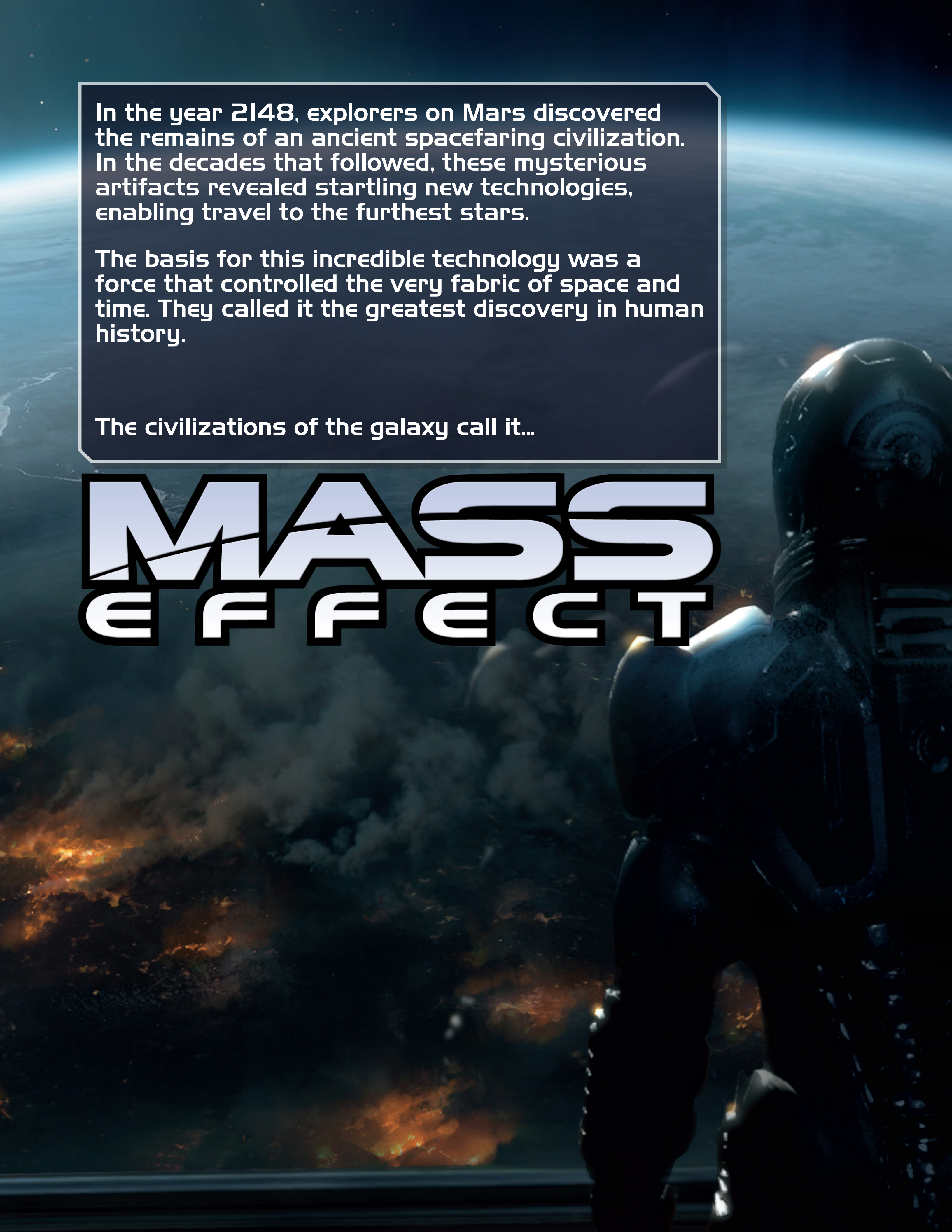
Thank you for all your time and effort.

This is a new unofficial Mass Effect Tabletop RPG, inspired on a varient of the OGL d20 system.

Note that this game is derived from Bioware copyrighted material and is not intended for commerical use.

© 2003-2008 EA International (Studio and Publishing) Ltd. Mass Effect, the Mass Effect logo, BioWare, the BioWare logo and the BioWare hands logo are either registered trademarks or trademarks of EA International (Studio and Publishing) Ltd. in the United States and other countries. All other trademarks are the property of their respective owners. All rights reserved.

Commercial use without the written permission of the publisher is expressly forbidden.



In the year 2148, explorers on Mars discovered the remains of an ancient spacefaring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the furthest stars.

The basis for this incredible technology was a force that controlled the very fabric of space and time. They called it the greatest discovery in human history.

The civilizations of the galaxy call it...

MASS EFFECT

Introduction/ Notes From Author

Welcome to the adaptation of Mass Effect into a Pen and Paper (PnP) Role Playing Game (RPG.) For starters, I'd like to thank you for taking your time to take a look at this adaptation. I have been working hard to ensure this adaptation has the same "feel" as the great Mass Effect game so that all players are able not only able to relive the game itself but are also capable of creating new stories and adventures within the universe of Mass Effect.

Being a lover of great PnP RPGs, such as *Dungeons & Dragons* and *World of Darkness*, as well as of computer RPGs, such as *Baldur's Gate*, *Dragon Age* and, of course, *Mass Effect*, I decided to look up for an adaptation of the greatest Sci-Fi RPG I have ever played. I wanted to create campaigns and new stories within that universe and join with friends to play them. But I was surprised to find that there was nothing more than a few topics of discussion in internet forums about a similar adaptation, with only a handful of ideas on possible game mechanics.

This didn't make me quit the idea of sitting around a table with friends playing within the Mass Effect universe, in fact it made me even more determined. So I set myself to create an adaptation of the game with an RPG system that is easy and world-widely spread: the d20 system. With the help of a few other friends – also RPG lovers – we created what you now see within this manual.

Getting Started

Not familiar with Mass Effect?

Mass Effect is a Science-Fiction action RPG developed by BioWare for the Xbox 360 and then ported to Microsoft Windows by Demiurge Studios. The Xbox 360 version was released worldwide in November 2007 published by Microsoft Game Studios. The Windows version was released on May 28, 2008, published by Electronic Arts.

The game takes place in a near future. After so many wars, the world has finally unified itself under the guidance of the Alliance, a military and political organization responsible for maintaining world peace and defending humanity's assets and interests. With this new founded peace, humanity could take its major first steps forward and into the stars.

As it began exploring and settling in different planets of the solar system, humanity discovered, by 2148 CE (Common Era, which matches the A.D. chronology)., the ruins of an ancient alien ruins buried in Mars, of a spacefaring civilization, called Prothean, that existed during the time humanity was still living in caves. Those ruins contained information and resources that allowed humanity to reach the technological level so advanced they could alter the very fabric of space through the use of a unique element called Element Zero (commonly known as eezo). When subjected to an electrical current, it releases dark energy which can be manipulated into a mass effect field, raising or lowering the mass of all objects within that field. A positive current increases mass, a negative current decreases it. This *mass effect* is used in countless ways, from generating artificial gravity to manufacturing high-strength construction materials. It is most prominently used to enable faster-than-light (FTL) space travel without causing time dilation. When humans discovered the Prothean ruins on Mars, they also discovered refined element zero that the Protheans had left behind. It enabled research into FTL ship drives.

But this technology wasn't the only thing humanity found. Thanks to the information cache on Mars, by 2149 CE., humanity discovered that Pluto's moon, Charon, was not a moon at all but a gargantuan piece of technology used by the Protheans, known as a *mass relay station*. Mass Relays, as humanity later discovered, are the network of a galaxy by creating mass-free corridors between them (which allows for nearly instantaneous travel over distances of hundreds or even thousands of light years). By activating that relay, dubbed the Charon Relay, humans were able to travel to even further star systems and expand their domain, activating other relays in the process. Although there were questions about what they could possibly find on the other side of a relay, questions that caused fear among many, humanity didn't stop.

Humanity's free reign and fast-careless expansion, however, was short-lived when they made first contact with an alien race: the Turians. This first contact with an alien species was far from peaceful, becoming known as the First Contact War, and occurred because humanity was breaking (even if unknowingly) one of the most important laws of galactic society: to activate a relay without knowing what is on the other side. The war led to the human colony of Shanxi being captured by the turians, a historical event in itself that fueled some anti-alien campaigns for years to come. But the aliens underestimated humanity and were driven from the planet short after. Being militaristic by nature, the turians began mobilizing for a full-scale war against the humans that would have undoubtedly resulted in the complete victory of the aliens, but then the Citadel Council, the central government that ensure stability and peace in the galaxy intervened and welcomed humanity into their society. 2157 CE,. therefore, became a historical year for humanity, the year when they learned they truly weren't alone, that there were other races out there. And that some were far more powerful.

The following years led to humanity's quick expansion into the galactic society, adapting faster than any other race. Though their economy was smaller than others, and their military force still pales in comparison to the turian's, or even the salarian's, humanity was regarded with great interest and seen as a race of great potential, even if tension and racism still existed both towards humans and from humans towards other races.

The game starts at 2183 CE. Humanity has established itself as one of the most prominent and important races of Citadel Space, an advent that took other races dozens when not hundreds of years to achieve. This quick political, economical, military, and even social expansion created a lot of tension as other, much older races, saw humanity as too aggressive. But despite the fear and resistance of the other races, humanity kept moving forward, eventually reaching a time when they wanted more saying in the galaxy's politics. Although the other races were not so willing to let them take a seat in the Citadel Council, they granted humanity an opportunity: to have a human enter the 'right-hand' of the council, an organization that answered only to it and could operate above the law if necessary: the Spectres.

The game *Mass Effect* makes the player assume the role of an elite human commander named Shepard, the candidate for the Spectres. His assignment: to perform as best as he can while under evaluation from a turian Spectre, to be accepted into their ranks and thus provide more strength to humanity's voice in the galactic society. But during his first mission as a potential candidate, Shepard quickly comes to realize that he must fight for much more than humanity's voice. He must fight to save galactic civilization from an ancient impending doom: the Reapers. Setting out in the *SSV Normandy*, a top-of-the-line warship, Commander Shepard must travel throughout the galaxy to find what he can about this ancient danger, to gather allies and disrupting the plans of those that work to see humanity, and all other races, eradicated just like the previous race, the Protheans, were.

The game Mass Effect also focuses on the social and political struggles that a galaxy filled with different forms of life and cultures inevitably possesses, introducing several points of view, some of which are quite similar to the normal problems humans face among themselves.

Mass Effect was followed by two additional games (*Mass Effect 2* and *Mass Effect 3*), and several additional downloadable content packs, all of which expanded Commander Shepard's journey to save the galaxy from the Reapers, while continuing to struggle with all the political and social issues of a galaxy filled with different races and cultures. The third installment of the franchise was the last chapter in Shepard's history but the rich universe BioWare has created displays potential for future works and the continuation of the franchise, hinted as a possibility by BioWare itself.

Mass Effect, and the sequels that followed, received several awards and were very well accepted by the critics and gamers. It was considered by many as one of the best RPGs made.

Although it is not truly necessary to play the electronic games of the *Mass Effect trilogy* in order to play the adaptation presented in this book, it is highly advised to do so. Playing the game on the computer or console will give you an entirely different insight on the universe and will let you live it even more intensively. Not to mention that when playing the games you also have access to the universe's story and description in the form of images and sounds, not merely words. That alone can make all the difference (after all, as the saying goes, "one image equals a thousand words").

Not familiar with PnP RPGs?

A pen-and-paper roleplaying game or tabletop RPG is a form of roleplaying game (RPG) in which the participants describe their characters' actions through speech. Participants determine the actions of their characters based on their characterization, and the actions succeed or fail according to a system of rules and guidelines. Within the rules, players have the freedom to improvise; their choices shape the direction and outcome of the game.

Unlike other types of RPG, PnP RPGs are often conducted like radio drama: only the spoken component of a role is acted. This acting is not always literal, and players do not always speak exclusively in-character. Instead, players act out their role by deciding and describing what actions their characters will take within the rules of the game. In most games, a specially designated player called the Game Master (GM) creates a setting in which each player plays the role of a single character. The GM describes the game world and its inhabitants; the other players describe the intended actions of their characters.

The terms *pen-and-paper* and *tabletop* are generally only used to distinguish this format of RPG from other formats, since neither pen and paper nor a table are strictly necessary.

PnP RPGs are games of your imagination in which

you participate in thrilling adventures and dangerous quests by taking on the role of a hero – a character you create from imagination that can be anything, from a hero from the likes of movies or a evil villain plotting to conquer the galaxy, that must be built according to the rules. During the course of play, each player directs the actions of his or her character and its interactions with the other characters in the game. Unlike other games, PnP RPGs might have no objective at all, depending on what the players and the GM decide to make it. The ultimate goal of the game is to provide an entertaining social experience for all those involved.

A game takes the form of meetings between players, usually known as *sessions*, where the characters are set into a series of challenges, filled with wonder and epic action which constitute the *adventure*. Multiple adventures connected by one storyline make a *campaign*.

Typically, each player controls only a single character, which represents an individual in a fictional setting. As a group, these player characters (PCs) are often described as a party of adventurers, with each member often having his or her own areas of specialty and their own personality. Each player decides the actions his or her character, according to the situation presented, either by narrating their actions and thoughts or by speaking as the character.

The results of the party's choices and the overall storyline for the game are determined by the GM according to the rules of the game and the GM's interpretation of those rules. The GM selects and describes the various Non-Player Characters (NPCs) the party encounters, the settings in which these interactions occur and the outcomes of those encounters based on the players' choices and actions. These encounters can be diplomatic, puzzles, challenges and even battles. The game's extensive rules – which cover diverse subjects such as social interactions, combat, and the effect of the environment on PCs – help the GM to make these decisions.

You don't have to memorize this book to play the game. Once you understand the basics, start playing! Use rule book as a reference tool during play, in order to check for things you don't know.

Game Materials

While it is true that this game is limited by imagination, there are material requirements to play it. In order to play this game your group needs these items:

- This manual. Only one copy is needed but players might want to have a copy for each.
- A copy of the character sheet for each player.
- A battle grid.
- Miniatures to represent each character and the enemies that challenge them.
- A set of dice for each player. A set of dice includes at least one four-sided die (d4), four six-sided dice (d6), one eight-sided die (d8), two ten-sided dice (d10), one twelve-sided die (d12), and one twenty-sided die (d20).
- Pencils and paper to keep notes and to map the locations your characters will explore.

Game Mechanics

Mass Effect d20 is based on the simple d20 core mechanism that keeps the game-play fast and intuitive.

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task, you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number. If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds. If the result is lower than the target number, you fail.

We describe dice rolls with expressions such as

"3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of dice to use. Any number after that indicates a quantity that is added or subtracted from the result. Exception goes for the following expression "d%", which means "roll a percentile dice by rolling two ten-side dice, choosing which represents the set of tens and the set of units".

What Characters can do

A character can try to do anything you can imagine, just as long as it fits the scene the GM describes. Depending on the situation, your character might want to listen at a door, search an area, bargain with a shopkeeper, talk to an ally, jump over containers, move, use an item, attack an opponent, etc.

Characters accomplish tasks by making skill checks, ability checks, or attack rolls, using the core mechanic. See each appropriate section of this book to learn more about possibilities such as skills, ability checks, attack and damage rolls, biotic powers, tech powers and so on.

Playing the Game

Most people become apprehensive when they first see the size of this manual. This feeling worsens when they give a general look at all rules and options here presented. Most first-time players get confused and ask themselves "do I have to know all these rules? There are just too many". The answer is simple: no, you don't need to know all the rules presented here. In fact, you are not required to read every page on this book. You only need to know the rules that affect your character and the abilities that character can perform. Only real dedicated players, or those with much game experience, know almost all rules. And even them sometimes get confused with some or ask for help with others. That is perfectly normal.

So, when playing for the first time, don't try to know everything, otherwise you will get extremely confused and the game loses its fun. Instead, think merely on your character, create it by following the steps presented in Creating a Character (see below) and by asking for a general explanation on each option presented (such as race, class, feats, etc). As the game develops, and you gain more experience on how the game runs, you will eventually feel the need to perform other actions, seek other solutions

and develop other skills. When that happens, read about what you seek here, and ask for help to your GM or other experienced players.

By following this advice you can ensure that you learn everything in its due time and the game never loses its fun. After a few gaming sessions, and before you notice it, you have already gained much insight on the rules and how they work, that much is guaranteed.

Common Terms

In Mass Effect d20 you will find numerous terms, abbreviations and definitions present in the rulebooks and game-play. The following are among the most common.

Ability Score (Stat): Each creature has six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. These scores represent a creature's most basic attributes. The higher the score, the more raw potential and talent your character possesses.

Action: An action is a discrete measurement of time during a round of combat. Using abilities and making attacks all require actions to perform. There are three types of action: normal, free action and full-round action.

Attack of Opportunity (AoO): Sometimes a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity.

Base Attack Bonus (BAB): Each creature has a base attack bonus and it represents its skill in combat. As a character gains levels or Hit Dice, his base attack bonus improves.

Biotics Powers: These are special abilities that some characters and creatures are able to use. They allow one to do extraordinary things and may even seem like magic to more ignorant creatures. Biotic powers specify what they can target, what their effects are and how they can be resisted or negated.

Bonus: Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are not cumulative (do not "stack") – only the greater bonus granted applies. Bonuses without type stack.

Class: Classes represent chosen professions taken by characters and some other creatures. Classes give a host of bonuses and allow characters to take actions that they otherwise could not, such as sending an enemy flying with one punch or freezing him in place. As a creature gains levels in a given class, it gains new, more powerful abilities.

Check: A check is a d20 roll which may or may not be modified by another value. The most common types are attack rolls, skill checks and saving throws.

Creature: A creature is an active participant in the story or world. This includes PCs, NPCs and monsters.

Damage Reduction (DR): Armor and some other special abilities have the ability to reduce damage taken from weapons and other forms of attack. Some DR might only be against specific forms of damage but most apply to all. The number presented in the Damage Reduction indicates how many points of damage are reduced from the damage points dealt by a specific damage source.

Defense: All creatures in the game have a Defense. This represents how hard it is to hit a creature in combat. As with other scores, higher is better.

Difficulty Class (DC): Whenever a creature attempts to perform an action whose success is not guaranteed, he must make some sort of check (usually a skill check or saving throw). The result of that check must meet or exceed the Difficulty Class of the action that the creature is attempting to perform in order for the action to be successful.

Experience Points (XP): As a character overcomes challenges, defeats monsters and completes quests, he gains experience points. These points accumulate over time and when they reach or surpass a specific value the character gains a level.

Feat: A feat is an ability a creature has mastered. Feats often allow creatures to circumvent rules or restrictions. Creatures receive a number of feats based off their Hit Dice, but some features grant bonus feats.

Game Master (GM): A GMis the person who adjudicates the rules and controls all of the elements of the story and world that the players explore. His duty is to provide a fair and fun game.

Hit Dice (HD): Hit Dice represent a creature's general level of power and skill. As a creature gains levels, it gains additional Hit Dice. Monsters, on the other hand, gain racial Hit Dice, which represent the monster's general prowess and ability. Hit Dice are represented by the number the creature possesses followed by a type of die, such as "3d8". This value is used to determine a creature's total hit points. In this example, the creature has 3 Hit Dice. When rolling for this creature's hit points, you would roll a d8 three times and add the results together, along with other modifiers.

Hit Points (HP): Hit points are an abstraction signifying how robust and healthy a creature is at the current moment. To determine a creature's hit points, roll the dice indicated by its Hit Dice. A creature gains maximum hit points in its first Hit Dice. Wounds subtract hit points, while healing restores hit points. Some abilities may grant temporary HP that disappear after a specific duration. When a creature's hit points drop below 0, it becomes unconscious. When a creature's hit points reach a negative total equal to its Constitution score, it dies.

Initiative: Whenever combat begins, all creatures involved in the battle must make an initiative check to determine the order in which creatures act during combat. The higher the result of the check, the earlier a creature gets to act.

Level: A character's level represents his overall ability and power. There are three types of levels. Class level is the number of levels of a specific class possessed by a character. Character level is the sum of all class levels possessed by a character.

Monster: Monsters are creatures that rely on racial Hit Dice instead of class levels for their powers and abilities (although some possess class levels as well). PCs are usually not monsters.

Multiplying: When you are asked to apply more than one multiplier to a roll, the multipliers are not multiplied by one another. Instead, you combine them into a single multiplier, with each extra multiple adding 1 less than its value to the first multiple. For example, if you are asked to apply a ×2 multiplier twice, the result would be ×3, not ×4.

Nonplayer Character (NPC): These are characters controlled by the GM.

Penalty: Penalties are numerical values that are subtracted from a check or statistical score. Penalties usually do not have a type and most of them stack with one another.

Player Character (Character, PC): These are the characters portrayed by the players.

Round (Rd, plural Rds): Combat is measured in rounds. During an individual round, all creatures have a chance to take a turn to act, in order of initiative. A round represents 6 seconds in the game world. Every combatant may make at least one action every round.

Rounding: Occasionally the rules ask you to round a result or value. Unless otherwise stated, always round down.

Saving Throw (Save): When a creature is subject of a dangerous ability, it often receives a saving throw to mitigate the damage or result. Saving throws are passive, meaning that a character does not need to take an action to make a saving throw – they are made automatically. There are three types of saving throws: Fortitude (used to resist poisons, diseases and other bodily ailments), Reflex (used to avoid effects that target an area) and Will (used to resist mental attacks).

Skill: A skill represents a creature's ability to perform an ordinary task, such as climb a wall, sneak down a hallway or spot an intruder. The number of ranks possessed by a creature in a give skill represents its proficiency in that skill. As a creature gains Hit Dice, it also gains additional skill points that can be used to buy skill ranks.

Stacking: Stacking refers to the act of adding together bonuses or penalties that apply to one particular check or statistic. Generally speaking, most bonuses of the same type do not stack. Instead, only the highest bonus applies. Most penalties stack, meaning that their values are added together. Penalties and bonuses generally stack with one another, meaning that penalties might negate or exceed part or all of the bonuses, and vice versa.

Tech Powers: Similar to biotics but based either on electronic technology or biological knowledge, tech powers allow one to control synthetics, disable Shields and even stun or freeze organics. Only some classes allow access to these powers. Tech powers are as vast as biotics, each tech power specify what they can target, what their effects are and how they can be resisted or negated.

Turn: In a round, a creature receives one turn, during which it can perform a wide variety of actions. In the course of one turn, a character can perform two actions and any number of free action, or it can perform one single full-round action (which consumes all the normal actions of that turn) as well as any number of free action.

Chapter 2

Character Creation

In order to play Mass Effect d20, each player must create their own characters, a single creature that they will control during the course of the game. As a player, you must start with your character's concept. Do you want a valiant warrior fighting his enemies with honor or a mystical biotic user who can control others through his abilities? Nearly anything is possible, as long as it is within the limits of physics and mass effect capabilities.

Once you have a general concept worked out, use the following steps to bring your idea to life, recording the result information and statistics in your Character Sheet.

Step 1 – Determine Ability Scores: Start by generating your character's ability scores (see Ability Scores). These six scores determine your character's most basic attributes and are used to decide a wide variety of details and statistics. Some class selections require you have better than average scores for some of your abilities.

Step 2 – Pick your Race: Next, pick your character's race, noting any modifiers to your ability scores and any other racial traits (see Races). There are 11 basic races to choose from, although your GM might have others to add to the list.

Step 3 – Pick your Class: A character's class represents a profession, such as Soldier or Engineer. If this is a new character, he starts at 1st level in his chosen class. As he gains experience points (XP), he goes up in level, granting him new powers and abilities. Once chosen the character cannot change his class. There are two types of classes: General Classes, which can be chosen by characters of any race, and Specific Classes which can only be chosen by characters of a specific race.

Step 4 – Pick Skills, select Feats and Powers: Determine the number of skill points possessed by your character, based on his class and Intelligence modifier (and any other bonuses). Then spend these points in ranks on skills (see Skills). After skill ranks have been "bought", choose feats (see Feats) depending on how many feats your character can have, depending on his level, class and race (sometimes, a good background for your character might make your GM grant your character more feats). After feats have been chosen, select the ammo, combat, biotic or tech powers your character knows.

Step 5 – Buy Equipment: Each new character begins the game with an amount of credits, based on his class and character level, that can be spent on a wide range of equipment and gear, from armor, to weapons and even add-ons or upgrades to other equipment. This gear helps your character survive while adventuring.

Step 6 – Finishing Details: Finally, you need to determine all of a character's details, including his hit points (HP), Defense, saving throws (save), initiative modifier, attack values, etc. All of those numbers are determined by the decisions made in previous steps. Aside from these, you need to decide on your character's name and physical appearance. It may also be good to choose some personality traits, background traits and even flaws to make your character more realistic (see Vital Statistics, and the variant rule Character Traits).

Ability Scores

Ability scores represent your character's major and most general attributes. Each character, monsters included, have six ability scores: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha) (see below for more information about each ability score). These are used to measure your character's physical, mental and personality traits and turn them into game statistics.

Since ability scores are the base of a character's trait, it stands to reason that they will affect almost any die roll you make with your character. A character relies on dexterity to aim more effectively and a strong character is likely to hit harder than a weaker one.

Generating Ability Scores

There are a number of different methods used to generate ability scores. Each of these methods gives a different level of flexibility and randomness to character generation. The methods depend on the GMs choice of play and the campaign style.

Racial modifiers are applied after the scores are generated.

Standard: Roll 4d6, discard the lowest die result and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method tends to provide an average of 12-13, which is the average for this setting. In this method, if the highest ability score of a character is 13, he must determine new ability scores.

Low Powered Campaign: Roll 3d6, add the results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method tends to provide an average of 10-11. This method is quite random and there will be huge differences between ability scores. In this method, if the highest ability score of a character is 12, he must determine new ability scores.

High Powered Campaign: Roll 5d6, discard the two lowest dice result and add the three remaining results together. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method tends to provide an average of 13-14, with less difference between scores than that provided by the Standard mode. In this method, if the highest ability score of a character is 14, he must determine new ability scores.

Epic Campaign: Roll 2d6 and add 6 to the sum of the dice. Record this total and repeat the process until six numbers are generated. Assign these totals to your ability scores as you see fit. This method provides little different between ability scores and presents an average of 14-15. In this method, if the highest ability score of a character is 15, he must determine new ability scores.

Dice Pool: Each character has a pool of 24d6 to assign to his statistics. Before the dice are rolled, the player selects the number of dice to roll for each score, with a minimum of 3d6 for each ability. Once the dice have been assigned, the player rolls each group and totals the result of the three best dice. For more high-powered games, the GM should increase the total number of dice to 28. This method generates characters of a similar power to the Standard method. In this method, if the highest ability score of a character is 13, he must determine new ability scores.

Purchase: Each character receives a number of points to spend on increasing his basic attributes. In this method, all attributes start at a base of 10. A character can increase an individual score by spending some of his points. Likewise, he can gain more points to spend on other scores by decreasing one or more of his ability scores. No score can be reduced below 7 or raised above 18 using this method. With this method, one point raises or decreases the ability score by 1. This is the best system to play this game.

The number of points you have to spend using the purchase method depends on the type of campaign you are playing. If you are playing a Low Powered Campaign you should have 10 points to spend. If you are playing a Standard campaign, you should have 14 points to spend. If you are playing a High Powered Campaign, you should have 18 points to spend. If you are playing an Epic Campaign you should have 22 points to spend.

Rerolls: The GM may determine that he desires to use a specific method to generate ability scores but with a little improvement. Rerolls make that possible. The rerolls may either be the creation of a new ability scores table, using the same method as in the first, to allow the player to chose between the two tables; may be a reroll of any number of dice the GM decides or even be the reroll of any number of statistic scores the GM decides.

Final Ability Scores And Modifiers

Once results are assigned to each ability score, they are increased or decreased according to race. Each race provides a bonus and/or penalty to certain ability scores. Just add or subtract normally.

Once that is done you have to determine the modifiers for each ability score. Those modifiers are essential and affect many rolls during the game. To determine modifiers either look at the next table or use the following mathematical expression: (ability score -10) / 2 (rounded down, negative numbers round up instead).

All ability scores are important. Tech Powers and skill points require Intelligence, Biotics are based on Charisma and Wisdom, Dexterity is vital to all characters since it affects their ability to aim well, Constitution determines HP, Strength is vital to carry heavier weapons, etc. In the end, it is best not to maximize just one or two ability scores while forgetting the others.

Score	Modifier	Score	Modifier
1	-5	18 - 19	+4
2 - 3	-4	20 - 21	+5
4 - 5	-3	22 - 23	+6
6 - 7	-2	24 - 25	+7
8 - 9	-1	26 - 27	+8
10 - 11	+0	28 - 29	+9
12 - 13	+1	30 - 31	+10
14 - 15	+2	32 - 33	+11
16 - 17	+3	**etc..**	

Ability Scores Descriptions

Each ability score describes your character and affects some of his actions. Abilities can be divided into three groups: physical abilities, which include Strength, Dexterity and Constitution; mental abilities, which include Intelligence and Wisdom; and social/personality abilities, which include Charisma.

Strength (Str) measures a character's muscle and physical power. This ability is extremely important for those wishing to fight in melee combat, since it adds its modifier to damage rolls Strength also determines how much weight a character can carry with him and the armors he can use. If strength score reaches 0 it means that the character cannot move at all. He lies helpless on the ground.

Dexterity (Dex) measures hand-to-eye coordination, agility, reflexes and balance. This ability is extremely important for all characters since it improves a character's defense and affects the character's ability to aim and hit the enemy with weapon fire, biotic powers or tech powers. If dexterity reaches 0 it means that the character cannot move at all. He lies helpless on the ground.

Constitution (Con) represents a character's health and stamina. This ability is useful to all classes since it increases the number of Hit Points of a character. If constitution reaches 0, the character dies.

Intelligence (Int) determines how well a character learns and reasons. This ability is extremely important for tech power users. If it reaches 0, the character cannot think and is unconscious in a coma-like stupor, helpless.

Wisdom (Wis) describes a character's common sense, will power, perception and intuition. At first it may be difficult to differentiate Intelligence from Wisdom but while the first represents one's ability to analyze and process information, Wisdom represents being aware and in tune with one's surroundings. This ability is extremely important for some biotic power users. If this score reaches 0, the character is withdrawn into a deep sleep filled with nightmares, helpless.

Charisma (Cha) measures a character's force of personality, persuasiveness, personal magnetism, ability to lead and physical attractiveness. This ability is extremely important for some biotic power users and for every party diplomat or leader. If charisma reaches 0, the character cannot think and is unconscious in a coma-like stupor, helpless.

When a character has a negative Charisma modifier means that such character is either ugly, by normal standards, or lacks a strong personality. So, whenever a character has a negative Charisma modifier the player/GM must choose between both choices. If the character is ugly he adds his Cha mod as a penalty to all cha based skills except Intimidate, to which he adds the modifier as bonus. If the character lacks of a strong personality add his negative Cha mod as a penalty to all Charisma based skills except Disguise, to which he adds the modifier as bonus.

Ability Damage, Penalty and Drain

Some things affect and change a character's abilities scores, from items to poisons and biotics. These changes either increase ability scores or reduce them. Changing ability scores affect all related checks and may even render a character incapable of using certain feats, abilities, biotic powers or tech powers, if the character can no longer meet the pre-requisites.

The most common types of changes an ability score can suffer are the following:

Bonus: When not specified, generic bonuses stack with each other.

Enhancement: The most common type of ability increases, enhancements are usually associated with biotic powers or items.

Permanent Increase: The rarest of all ability increase types, permanent will increase the ability score permanently. All ability score points gained with every 4 levels are permanent increases.

Penalty: The most common of ability scores decrease types, penalty is considered the opposite of "bonus" and they stack with each other since they are generic. Most penalties have a limited duration. Penalties to ability scores cannot reduce them to less than 1 so a character never risks dying for taking too much penalty to ability scores.

Damage: Ability damage is similar do HP damage (and also healed in a similar way, see Injury and Death for information on how to heal Ability Damage). Ability damage always stack and may reduce a character's ability scores to 0.

Drain: The worst ability decrease of all, ability drain is the opposite of Permanent Increase, reducing the ability scores by the drain value. Drained ability score points can never be recovered. Drain is similar to Ability Damage since it stacks and may reduce the ability scores to 0, but it cannot be healed the way Ability Damage can.

Changes in ability scores

Over time, a character's ability scores can change to better or worst. If the change on a score is enough to change a modifier, then all attributes and rolls associated with that modifier will have different effects, since the modifier is no longer the same. The only ways to change an ability score are the following:

Upon attaining level 3rd, and every three levels thereafter (6th, 9th and so on), the character gains 1 point to any score at the player's choice.

- Some abilities alter ability scores temporarily or permanently.
- Some items provide bonus or penalties to ability scores as long as they are worn.
- Some effects may cause temporary ability damage.
- Some effects may cause permanent ability drain.
- With aging, the ability scores suffer changes.

Races

The Milky Way is filled with thousands of different races but only a handful is sapient. Some are valued members of Citadel space, working to build a better galactic community; others are lawless, caring nothing for the Citadel Council's edicts; a few are outcasts, but all are unique.

The races here presented are not, by all means, the only existing sapient races. After all, less than 1% of the entire galaxy has been explored so it is quite possible that are plenty other races that have yet to make contact with the known races.

Asari

The asari, a race native to the planet Thessia, are often considered the most powerful and respected sentient species in the known galaxy. They were the first race, after the Protheans, to achieve interstellar flight, and to discover and inhabit the Citadel. They are extremely long lived - with a lifespand that can reach a millennia.

Asari are a mono-gender race, distinctly feminine, known for their elegance, diplomatic skills, biotic power and the ability to reproduce with a partner of any gender or species. They were the first to propose the creation of the Citadel Council and have been at heart of the galactic society ever since.

Biology: A typical asari has a blue to purple skin tone and some also have facial markings, either tattoos or genetic (in the later case, those markings usually represent the "father" species of that asari). Instead of head hair, asari have wavy folds of sculpted skin. Aside from these differences, aesthetically the asari are the closest alien species to humans.

Despite the difference between them and humans, and the tremendous difference when compared to other races, asari are considered attractive by almost all species, which is useful considering their method of reproduction. Although not fully explained, some scientists speculate this attraction may be neurochemical in nature.

The asari's cellular regeneration allows them to live up to 1000 years, though they don't heal faster than other species.

Although asari have one gender, they are not asexual. An asari provides two copies of her own genes to her offspring, which – regardless of the species or sex of the "father" – is always an asari. The second set is altered in a unique process called melding, also known as the joining or melding. During melding, an asari consciously attunes her nervous system to her partner's, sending and receiving electrical impulses directly through the skin. Effectively, the asari and her partner briefly become one unified nervous system. A common phrase used before melding is "embrace eternity," presumably to help focus the partner's mind.

The partner can be another asari, or an alien of any gender. However, since meeting other sentient species, non-asari mates have become preferred for the diversity they provide. Not in terms of genes, as the offspring is 100% asari and no DNA is taken from the partner. Instead, the asari can explore her partner's genetic heritage and use the desirable traits to randomize the genes of their offspring, thus bringing diversity to the species.

This unique means of reproduction is also the reason asari are all talented biotics. Their evolved ability to consciously control nerve impulses is very similar to biotic training.

An asari's melding ability extends to a mental connection as well. During mating an asari and her partner share memories, thoughts, and feelings. It is also possible for an asari to meld with another for the sole purpose of transferring thoughts, without reproduction. If the asari so desires, it can even force ideas and orders into the mind of her partner, possibly forcing him or her to act as she wishes – if the partner cannot resist the asari willpower that is. This is not done without consequence, however, and the partner is always aware of the attempt, even if he ends up being compelled to perform as the asari commands. This method of mind-control is frowned upon by most asari and is forbidden by Galactic Law.

Asari pass through three climacteric life stages, marked by biochemical and physiological changes:

- The Maiden stage begins at birth and is marked by the drive to explore and experience. Most young asari are curious and restless.
- The Matron stage of life begins around the age of 350, though it can be triggered earlier if the individual melds frequently. This period is marked by a desire to settle in one area and raise children.
- The Matriarch stage begins around 700 years of age, or later if the individual melds rarely. Matriarchs become active in their community as sages and councilors. They are rarely seen outside asari space, prefering the conforts of an asari community.

However, it should be noted that, each stage can be started whenever an asari feels that she has reached the correct level of maturity. While each stage of life is marked by strong biological tendencies, individuals do make unexpected life choices. For example, there are Maidens who stay close to home rather than explore, Matrons who would rather work than build a family, and Matriarchs who have no interest in community affairs.

History: The asari were the first contemporary race to achieve space-flight and discover the mass relays. When they found the Citadel, in around 580 BCE, the asari also encountered the keepers, whose mute assistance enabled them to quickly settle on the station and learn how to operate its systems. Sixty years later, the salarians made first contact with them, and together the two species agreed to found the Council.

Culture: Because of their long lifespan, asari tend to have a "long view" not common in other races. When they encounter a new species or situation, they are more comfortable with an extended period of passive observation and study, rather than immediate action. They are unfazed if some of their investments or decisions do not pay off for decades or centuries. Matriarchs can seem to make incomprehensible decisions, but their insight is evident when their carefully-laid plans come to fruition. In diplomatic relations, this long view manifests in the desire to maintain stable balances of economic, political, and military power.

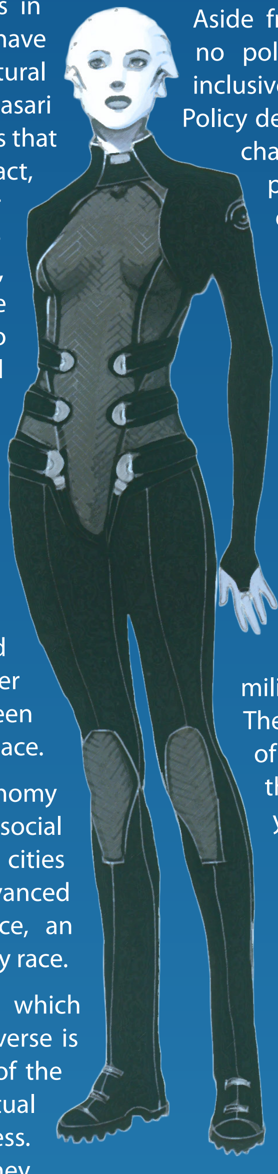
Traditionally, asari spread their influence through cultural domination and intellectual superiority. They invite new species of advanced development to join the galactic community, fully knowing that their ideals and beliefs will inevitably influence the existing culture. The asari tend toward communal, consensus attitudes among themselves too: for example, they prefer to live in shared spaces aboard starships even if there are alternatives available.

Asari believe that their offspring acquire the best qualities of the "father" from the melded genes – which, of course, depends on what a particular asari considers as being the best traits. They also frown upon intraspecies conception, since genetic traits and cultural insight is gained from mating outside their species, so it's considered wasteful for asari to reproduce together. Such offspring are occasionally referred to as "purebloods", a great insult among contemporary asari. A rare genetic defect known as Ardat-Yakshi, which makes asari destroy the partner's mind during a mating melding, occurs much more frequently among the daughters of purebloods.

Asari are well aware they tend to be attractive, and are comfortable expressing their sexuality. During maiden stage, many asari take the job of erotic dancers in bars or discos. Young males of all races tend to have a fascination with asari. But because of their natural sensuality and ability to mate with any species, asari are sometimes rumored to be promiscuous, rumors that are mostly misinformation or wishful thinking. In fact, asari have to accept that if they mate outside their own species, they will almost inevitably outlive their partner (with the exception of the krogan, who have a similarly immense longevity). Therefore they have to apply their "long view of things" to relationships as well, savoring the time they spend with their partners rather than focusing on their inevitable loss. As a result of the age difference many asari raise their daughters alone, especially if the "father" species is short-lived.

The asari celebrate the springtime fertility ritual Janiris, which marks the start of the new year. During this time, they create wreathes of flowers and distribute them among their friends and loved ones. As is the case with the holidays of some other Citadel species, the celebration of Janiris has been adopted by other species that operate in Citadel Space.

Economy: The asari possess the largest single economy in the galaxy. They have extensive trade and social contacts. Craft guilds, such as those within the cities Serrice and Armali, hold a virtual monopoly on advanced biotic technology. Given their political influence, an embargo by the asari would prove disastrous to any race.



Religion: The main asari religion is siari, which translates roughly as "All is one". It states the universe is a consciousness, every life within it is an aspect of the greater whole, and death is a merging of one's spiritual energy back into greater universal consciousness. Siarists don't specifically believe in reincarnation; they believe in spiritual energy returning to the universal consciousness upon death will eventually be used to fill new mortal vessels. The religion became popular when the asari discovered they could "meld" with nearly any form of life, which is taken as proof of the religion's beliefs.

Before the rise of siari, asari religions were as diverse as their political opinion. The strongest survivor of those days is the monotheistic religion worshipping the goddess Athame. Like the asari, the goddess cycles through the triple aspects of maiden, matron, and matriarch. Asari often swear "by the goddess", though this may be a cultural legacy rather than reflecting an individual's belief.

Government: The asari came late to the notion of world government and for centuries their homeworld of Thessia was dotter with lose confederacies of republican cities. This was due to their cultural tendency for consensus and stability, where they bartered freely rather than hoard resources, prefered to understand each other than solve differences through conflict and so on, reducing the need for large unified governments. Only in the information age did the city-states grow close; communication over the internet evolved into an 'electronic democracy'.

Aside from their Council representative, the asari have no politicians or elections, but a free-wheeling, all-inclusive legislature that citizens can participate in at will. Policy debates take place at all hours of the day, in official chat rooms and forums moderated by specially-programmed virtual intelligences. In any given debate, the asari tend to lend the most credit to the opinions of any Matriarchs present.

In modern times, the asari normally act as the diplomatic arm of the Citadel Council.

Military: The asari military resembles a collection of tribal warrior bands with no national structure. Each community organizes its own unit and elects a leader to command them. Units from populous cities are large and well-equipped, while those from farm villages may be only a few asari with small arms. There is no uniform; everyone wears what they like.

However, the asari military is not an irregular militia, those who serve are full-time professionals. The average asari huntress is in the maiden stage of her life and has devoted 20-30 years studying the martial arts. Asari choose to be warriors at a young age, and their education from that point is dedicated to sharpening their mind and body for that sole purpose.

Biotics abilities are also a requirement to enter the military, meaning that an asari must have developed her innate biotic talents before enlisting.

Huntresses fight individually or in pairs, depending on the tactics preferred in their town. But while fluid and mobile, asari can't stand up in a firefight the way a krogan, turian, or human could. Since their units are small and typically lack heavy armor and support weapons, they are incapable of fighting a conventional war, particularly one of a defensive nature. Thus, asari units typically undertake special operations missions such as ambush, infiltration, and assassination, demoralizing and defeating their enemies through intense, focused guerrilla strikes.

Asari Names: Aethyta, Aleena, Alestia, Batha, Nassana, Lidanya, Liselle, Mallene, Nelyna, Rana, Seryna, Sha'ira, Tela

Asari Family Names: Dantius, T'Soni, Calis, Thanoptis, Vasir, Iallis.

Classes: An asari character can be of any General Class or of the following Special Classes: Asari Pure Biotic, Asari Huntress or Asari Scientist.

Asari Racial Traits

- **Physical characteristics:** An asari gains a +2 bonus to Dexterity, Wisdom and Charisma and a -2 penalty to Strength and Constitution. They are gracious, wise and beautiful creatures, considered as such even by members of other races, but their bodies are weaker.
- **Medium:** As Medium creatures, asari have no special bonuses or penalties due to their size.
- **Normal Speed:** Asari speed is 30 feet.
- **Diplomats:** All asari start with a +2 bonus to Diplomacy.
- **Natural Biotics:** Asari do not suffer penalties from not using Biotic Amplifiers. An Asari that select classes without access to Biotic Powers always gains the Simple Biotic Training feat at 1st level and only 1 feat at 1st level (instead of the normal 2). In addition, an Asari always has the Biotics skill as a class skill
- **Melding:** All asari possess the ability to attune her nervous system with that of another willing creature through touch. It is through this ability that asari reproduce. This ability also allows the asari and the other creature to share memories, thoughts and feelings. The asari can choose to mate or simply share memories and thoughts with a melding.

The asari must constantly be touching the target creature (if her or the creature breaks contact, or is removed from contact by another, the melding is immediately broken). The activation time for this ability varies with the asari's HD: up to 5 HD it requires 1 full round, above 5 HD it merely requires 1 action.

No asari can keep a melding for longer than a number of minutes equal to her Constitution score, pushing beyond that limit forces the asari to make Constitution checks each minute (initial DC is 10 and increases by 1 with each additional minute beyond the limit spent in melding) to avoid becoming fatigued. After each melding, the Asari must make a Fortitude save DC 12 or becomes fatigued – for young asari melding can be extremely intense and debilitating.

Once fatigued, the melding ends and the asari cannot use this ability until she recovers.

Both the asari and the target creature can break the melding at will, with a free action, but only during their turns.

There is, however, a more darker side to the asari mind melding ability. Any asari can force the meld on an unwilling creature by touching the creature (and maintaining contact) and forcing the meld unless the creature succeeds on a Will save DC 10 + 1/2 asari HD + asari Charisma modifier. In addition, during any melding, willingly or not, the asari can also force the creature to act in a certain way, as if controlling the creature's thoughts. To avoid this, the target creature must succeed on a Will save DC 10 + 1/2 asari HD + asari Charisma modifier or is compelled to act according to the asari's wished. This form of mind control is limited because it ends as soon as contact is broken, and because the creature is completely aware of the asari's influence and mind-control attempt, so asari who use this usually do it to extract information or force the creature into mating with her. The GM may award the target creature with a bonus or penalty to this Will save depending on how many Renegade or Paragon points the creature has in comparison to the asari. Example: if the asari has a high Renegade score and the target a high Paragon score, the GM can award a bonus to resist the asari's commands.

During melding, both the asari and the target creature are completely oblivious to the surrounding environment, becoming unable to see, hear or feel anything except each other and what they share. A violent shake, however, breaks the melding immediately.

During the melding, the asari's eyes become pitch black with the iris barely distinguishable.

- **Random height:** 4' 5" + 2d10
- **Random weight:** 75 lb + (result of 2d10 from height) × 2d4

Batarians

A race of four-eyed humanoids, native to the world of Khar'shan, who chose to isolate themselves from the rest of the galaxy and now have an extremely disreputable reputation. The Terminus Systems are infested with batarian pirate gang and slaving rings, fueling the stereotype of the batarian thug. Fueled with hostility towards humans and the Citadel Council that "favored humanity over batarians", they prefer to run profitable pursuits, like drug running and slave rings, to an all-out war against the Human Alliance.

Batarians have a reputation for being shrewd businessmen and merchants and in lawless regions negotiations may even be conducted at gunpoint.

Despite this being the general attitude, many batarians – mostly those outside batarian space – treat humans with as much respect as humans treat them. The great majority of the average batarian citizens aren't necessarily criminal or filled with hate, but they are forbidden to leave batarian space by their omnipresent and paranoid government.

Biology: Batarians are an anthropoidal race like humans and asari. Their most distinctive physical feature is their four eyes. Batarians also exhibit different skin tone colors with the usual being a dark, brown-red hue with pale facial ridges.

Batarians are similar to humans in terms of age and height. They also weigh only a few more pounds.

Biotics are rare among batarians with only one in hundred exposures resulting in a stable biotic user. Like in humans and other races, biotics don't occur normally in batarians.

History: The Citadel Council made first contact with the batarians in approximately 200 BCE, and granted the batarians an embassy on the Citadel a century later. Despite being welcomed into the galactic community, batarian aggression provoked several crises in galactic relations over the years. Sometime around 1785 CE, a batarian fleet bombarded the salarian colony world of Mannovai; in 1913, the Batarian Hegemony annexed the independent asari colony of Esan; and in 2115, Citadel forces skirmished with batarian forces on the planet Enael.

In the early 2160s, humans began to colonize the Skyllian Verge, a region the batarians were already actively settling. The batarians asked the Citadel Council to declare the Verge an area of "batarian interest". When the Council refused, the batarians closed their Citadel embassy and severed all relations, becoming an isolated rogue state.

Money and weapons funneled from the batarian government to criminal organizations led to many brutal raids on human colonies in the Verge, culminating in the Skyllian Blitz of 2176, an attack on the human capital of Elysium by batarian-funded pirates and slavers. In 2178, the Alliance retaliated with a crushing assault on the moon of Torfan, long used as a staging base by batarian-backed criminals. In the aftermath, the batarians retreated into their own systems, and are now rarely seen in Citadel space.

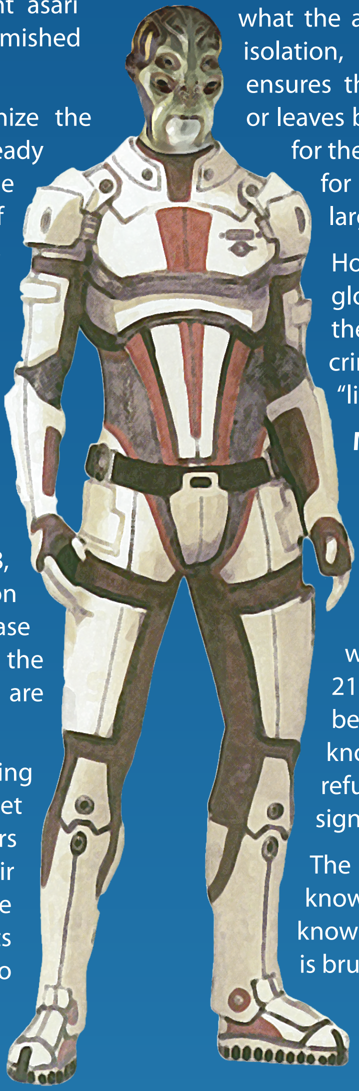
Batarians are now known mostly for their slaving practices, particularly their raid on the planet Mindoir in 2170. Once captured, the slavers implant control devices in the skulls of their slaves without bothering with anesthetic. The batarians are also known to enslave addicts of the biotic drug red sand when they can no longer afford to support their habit.

Culture: Batarians place an extremely high value on social caste and appearance, and overstepping one's place is frowned upon. Casting aspersions on the monetary worth of a social better is considered a serious insult. Batarians also tend to believe that species with less than four eyes are less intelligent.

Slavery is an integral part of the batarian caste system, despite being illegal according to Council law (it is currently unknown how the batarians maintained an embassy in the Citadel with slavery still actively practiced). Rogue batarian slave rings are feared throughout the galaxy, especially among colonists.

Body language is an important part of batarian society. For example, tilting one's head to the left is a sign of admiration and respect. When a batarian tilts his head to the right it is a sign that he is (or considers himself to be) superior to the one that the gesture was directed at. Therefore, this gesture can also be interpreted as an insult.

Religion: Little is known about batarian religious beliefs except that they do believe in the afterlife. When a batarian dies, his soul leaves the body through the eyes. Treatment of the corpse is considered unimportant, unless the batarian's eyes have been removed.



Government: The rest of the galaxy views the batarians as an ignorable problem. Their government, known as the Batarian Hegemony, is still hostile to the Systems Alliance, but beneath the notice of the powerful Council races. It is not known what the average batarian thinks about their enforced isolation, as the Department of Information Control ensures that only government-approved news enters or leaves batarian space. The batarians blame humanity for their troubles and claim they were forced to fend for themselves, despite the fact that their exile is largely self-imposed.

However, the batarians still provide up-to-date glossaries and linguistic rules to the rest of the galaxy. Due to the prevalence of batarian criminal gangs, batarian languages have become "lingua franca" in the Terminus Systems.

Military: Little is known about the batarian military other than the fact it is largely nationalized; most batarian military hardware is produced by an institution called Batarian State Arms.

Their military capacity is believed to be weaker than the Systems Alliance as early as 2160 (when colonisation of the Skyllian Verge began). Many batarians claim this fact was known during the Skyllian Blitz and use the refusal from the Citadel Council to help them as a sign that they were left to defend themselves.

The batarian military has a special forces division known as the Special Intervention Unit. All that is known about the SIU is that their training program is brutal with a mortality rate as high as 18%.

Batarian Names: Balak, Charn, Edan, Eluam, Groto, Jath, Jella, Forvan, Solem, Tarak

Batarian Family Names: Had'dah, Ran'perah, Ib-ba, Dal'serah, Amon

Classes: A batarian character can be of any General Class or of the following Special Class: Batarian Brawler

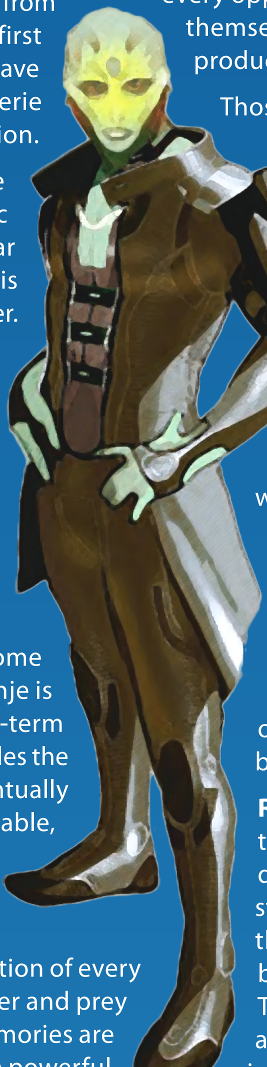
Batarian Racial Traits

- **Physical characteristics:** A batarian gains a +2 bonus to two ability score at creation but a penalty of -2 to Wisdom.
- **Medium:** As Medium creatures, batarian have no special bonuses or penalties due to their size.

- **Normal Speed:** Batarian speed is 30 feet.
- **Heightened Vision:** Batarians gain a +4 bonus to Spot checks thanks to their two pairs of eyes.
- **Random height:** male 4′ 10″ + 2d10; female 4′ 5″ + 2d10
- **Random weight:** male 125 lb + (result of 2d10 from height) × 2d4; female 90 lb + (result of 2d10 from height) × 2d4

Drell

The drell are a reptile-like race that were rescued from their dying homeworld by the hanar following first contact between the two. Since then, the drell have remained loyal to the hanar for their camaraderie and have fit comfortably into galactic civilization.



Biology: Drell are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. Drell appearance is very similar to asari and humans, but their muscle tissue is slightly denser, making them somewhat stronger. One unique characteristic is the hyoid bone in their throats, which allows them to inflate their throats and produce vocal sounds outside of the human range. They also have two sets of eyelids, like crocodiles. Drell possess the ability to shed tears.

Because the drell ancestors emerged from arid, rocky deserts, the humid, ocean-covered hanar homeworld of Kahje proved tolerable only when the drell stayed inside a climate-controlled dome city. The leading cause of death for drell on Kahje is Kepral's Syndrome, caused by cumulative long-term exposure to a humid climate. This syndrome erodes the ability of drell lungs to take in oxygen, and eventually spreads out to other organs. It is noncommunicable, and there is currently no known cure, though the hanar are working on one.

The drell possess eidetic memory, an adaptation to a world where they must remember the location of every necessary resource (vegetation, drinkable water and prey migration paths) across vast distances. The memories are so strong that an external stimulus can trigger a powerful memory recall. These recalls are so vivid and detailed that some drell may mistake it for reality. This process can be involuntary.

Biotics occur more on drells than on humans, but not naturally like in asari. 2 in 10 exposures result in a stable drell biotic user.

History: The drell ancestors emerged from dry, rocky deserts on the barren world of Rakhana. 800 years ago, the naturally-arid drell homeworld began its descent into lifelessness due to disastrous and intensive industrial expansion. At the time, the drell lacked interstellar flight capacity, and with their population bursting at 11 billion they faced certain doom. It was around this time that the hanar made first contact with the drell race. In the following ten years, the hanar would transport hundreds of thousands of drell to the hanar world, Kahje. The remaining billions left on Rakhana would perish on their dying planet, warring against each other for diminishing resources. The drell now thrive co-existing with the hanar and have been a part of the galactic civilization for roughly two centuries. The debt of gratitude that the drell owe the hanar is referred to as the Compact, which the drell fulfill by taking on tasks that the hanar find difficult, such as combat. Any drell may refuse to serve, but as being requested to serve is a great honor, few turn down the offer.

Culture: Most drell are content to live on Kahje. They are afforded every opportunity to thrive by the hanar and have integrated themselves into every level of hanar society as respected, productive citizens.

Those who leave Kahje tend to be adventurers and easily adapt and integrate themselves into the culture of the community they settle on. Such drell number in the thousands, and are scattered across the galaxy, tending towards quiet lives.

Most drell, especially those who integrate themselves into a society, tend to act honorably and have great respect for members of that society, rarely thinking themselves as superiors or more important.

Some drell grow a close, personal relationship with the hanar. So much so that the hanar will even tell the drell their "Soul Name". Drell have adapted to communication with hanar by getting implants in their eyes to allow them to observe the bioluminescense the hanar use for communication. Those drell are able to see ultraviolet light as a silvery color, though might lose differentiation between colors at the opposite end of the spectrum, such as the difference between dark red and black.

Religion: Drell are deeply religious, believing that they have souls separate from their bodies. They see death as a departure from the body, and they also state that a person's body and soul form a Whole. When the soul is traumatized or otherwise disrupted, or the body is ill or injured, a person is no longer Whole. They also believe that their body can be directed as a separate entity from themselves. The drell religion is also polytheistic, with the drell having multiple gods whom they pray to in varying situations. This religion included at least three gods: Amonkira, Lord of Hunters, Arashu, Goddess of Motherhood and Protection, and Kalahira, Goddess of Oceans and Afterlife.

Many of the older traditions of the drell have begun to die out. The younger generations no longer believe the old ways of their ancestors can help them now, with so many other ways to interpret one's place in the universe. Many drell have embraced the hanar Enkindlers or the asari philosophies.

Drell Names: Thane, Feron, Irikah, Kolyat

Drell Family Names: Krios

Classes: A drell character can be of any General Class or of the following Special Class: Drell Assassin

Drell Racial Traits

- **Physical characteristics:** A drell gains a +1 bonus Strength and Charisma.
- **Medium:** As Medium creatures, drell have no special bonuses or penalties due to their size.
- **Normal Speed:** Drell speed is 30 feet.
- **Heat Resistant:** Drells gain a +5 bonus on all checks made to resist heat effects and reduce the Hazardous level of any heat-related Hazardous environment by 1.
- **Perfect Memory:** The drell's eidetic memory allows them to recall any thing they lived, heard, seen or sensed with perfect detail. This memory is so detailed they can even remember the humidity of the air or even the smell of a situation that occurred years ago (although only memories after birth can be recalled). This powerful feature gives them a stronger sense of self, thus granting a +2 bonus on Will saving throws. With one action the drell can relieve a specific memory in his mind and remain in a trance, almost unaware of what goes on around them, for as long as they desire. This is also useful to avoid suffering, as remembering a pleasant memory can greatly help them resist pain effects. In game terms, they gain a +2 bonus on all saves against pain effects.

This eidetic memory has some disadvantages, however. The first is the longer they relieve a memory, the easier it is for them to lose grasp of reality. Relieving a 5 minute memory forces a Will save DC 10. Failure indicates the drell loses grasp of reality falling unconscious for at least one hour, time which they spend reliving that and related memories. For each additional 5 minutes of the memory recalled, the DC increases by 1. Will saves are rolled each 5 minutes of the memory recalled.

The other disadvantage is the possibility of the drell recalling a pleasant memory involuntarily when faced with a psychological traumatic experience (such as losing a loved one or being tortured). To avoid this happening, the Drell must make a Will save (GM sets the DC, depending on how traumatic the experience was, but usually is between 15 and 20) or he automatically recalls a pleasant memory to avoid dealing with the trauma. If this happens, the DC to avoid losing grasp of reality increases by 5.

The drell is also able to describe, through speech, the memory he is currently reliving (drell's choice).

Also note that thoughts and memories are processed in one's brain at tremendous speed. It is impossible to determine with precision the exact time it takes to remember 5 minutes of a memory but you can assume that a drell has the ability to shorten or extend the time he would require, but with a maximum of 25 minutes and a minimum of 1 minute of real time for each 5 minutes of the memory.

- **Hyoid Throat Bone:** Thanks to their special hyoid bone in their throats, drell can inflate their throats thus becoming more resistant to suffocation. They gain a +4 bonus on saves against suffocation effects.
- **Random height:** male 4′ 5″ + 2d10; female 4′ 3″ + 2d10
- **Random weight:** male 120 lb + (result of 2d10 from height) × 2d4; female 90 lb + (result of 2d10 from height) × 2d4

Elcor

The elcor are a Citadel species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. This has colored their psychology, making them deliberate and conservative.

Biology: Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies.

Elcor speech is heard by most species as a flat, ponderous monotone. Among themselves, scent, extremely slight body movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the elcor prefix all their dialog with non-elcor with an emotive statement to clarify their tone.

History: Prehistoric elcor traveled across Dekuuna in large tribal groups. These groups were led by the oldest and most experienced elcor and later developed into the elcor culture of Elders, whose wisdom could keep the tribe safe provided they followed the correct guidance.

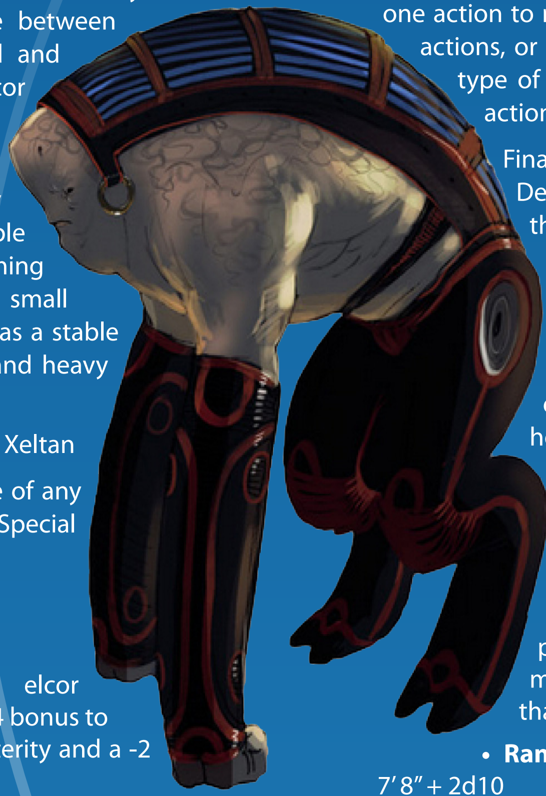
The elcor were just making their first forays into space travel when the asari made contact with them. With their help, the elcor discovered the closest mass relay and, within a single lifetime, had established a regular trade route to the Citadel. The elcor quickly became one of the more prominent species in Citadel space.

Culture: Elcor usually prefer to stay on their colonies rather than travel in space. Possibly because of their size or evolution in the open air, the elcor find the necessary confines of space travel uncomfortable. Evolving in a high-gravity environment, where a fall could be lethal, has made elcor psychology deeply cautious. Their culture is built on small, tight-knit groups governed by an extremely stable government. Despite this, they are always welcoming to outsiders.

Economy: The elcor economy is small, only slightly larger than the Alliance's, but extremely well developed. They see no point to rushing things, and are fond of making thorough, century-long development plans. They don't need to trade for any resource, they have all they require to supply their own needs, and trade only in finished goods.

Government: The elcor government is known as the Courts of Dekuuna. The elcor follow the recommendations of their Elders, who spend years poring over ancient records of jurisprudence to determine the precedent that should be followed in any given situation. The Elders record extremely detailed instructions on what course to follow in any theoretical crisis. These are filed away in huge libraries of data discs and are consulted when needed. This makes elcor policies very predictable, provided one has done a great deal of research.

Military: Because of their slow, conservative psyches, elcor are not suitable for making the spur-of-the-moment decisions necessary in combat situations. Instead, they rely on sophisticated VI combat systems. These war machines can choose between thousands of gambits developed and polished over centuries by elcor strategists.



The slow speed and immense size of the elcor makes them easy targets. Fortunately, their durable hide helps them to shrug off incoming fire. Elcor warriors don't carry small arms; their broad shoulders serve as a stable platform for automatic weapons and heavy weapons.

Elcor Names: Calyn, Harrot, Petozi, Xeltan

Classes: An elcor character can be of any General Class or of the following Special Class: Elcor Living Tank.

Elcor Racial Traits

- **Physical characteristics:** An elcor gains a +4 bonus to Strength, a +4 bonus to Constitution, a -4 penalty to Dexterity and a -2 penalty to Charisma.
- **Large:** Elcor are Large-sized creatures and so they take a -1 size penalty to Defense, a -1 size penalty on all Attack Rolls, and a -4 size penalty on Hide checks.
- **High Gravity Adaptation:** Elcor are adapted to high hravity. As such, they do not suffer the penalties due to gravity forces that range from 0,5 G to 4,5 G.
- **Tough Hide:** An elcor's gnarled hide provides them with a natural Plating equal to 1/2 Elcor level + Constitution score.
- **Ponderous Speed:** Elcor speed is 15 feet. They are also quadruped creatures.
- **Slow Reactions:** Even with VI assistance, Elcor are slow to react to a situation. They take a -5 penalty to Initiative tests. In addition, Elcor may not make attacks of opportunity.
- **Body Language:** Because elcor usually speak with other Elcor mostly through discreet body language, scents, and subvocalised infrasound, they have more difficulties communicating with other races, resulting in the Charisma penalty above. For this reason, Elcor usually state their emotion and/or state of mind at the begining of each sentence. However, when dealing with other Elcor, these restrictions are not present and they gain a +4 bonus to Charisma-based skills on such occasions.
- **Weapon Mounting:** Due to their quadrupled nature, Elcor cannot hold weapons like other species. Instead, they mount weapons on their backs. Although it can be difficult to adapt some weapons, it allows them to fire far heavier weapons with far greater stability. The price of weapons is increased by 50% for an Elcor and the weapon's weight is tripled, to account for the necessary equipment to make aiming and reloading possible for the Elcor. However, Elcor reduce the total recoil penalty by 2.

  Elcor can also move while firing, without taking any penalties, so every time they make one attack action, they can also take one action to move (so an Elcor can effectively use two actions, or even a full-round action, performing any type of attack, and at the same time move two actions as well).

  Finally, Elcor use Intelligence rather than Dexterity for their shooting attacks, as they use targeting algorithms rather than manual aiming.

  For all other purposes, such as Two-Weapon Wielding or the time it takes to swap a weapon for another, consider the elcor is instead wielding the weapons (so he could only have two pistols mounted, or a single weapon that requires two hands to use).
- **Armor:** As one would expect, armor is hard to come by for Elcor. Not only does it need to be specifically designed for their physiology, it also requires substantially more material. Elcor armor costs 50% more than they normally cost.
- **Random height:** male 7′ 10″ + 2d10; female 7′ 8″ + 2d10
- **Random weight:** male 700 lb + (result of 2d10 from height) × 2d20; female 670 lb + (result of 2d10 from height) × 2d20

Humans

Humans, from the planet Earth, are the newest sentient species of notable size to enter the galactic stage and are hands-down the most rapidly expanding and developing. They independently discovered a Prothean data cache on Mars in 2148, and the mass relay networks shortly thereafter.

Biology: Humans have a fairly robust physiology, typical of a bipedal mammal. In comparison to the Council races, humans are roughly physically on par with turians and less agile than asari (whom they closely resemble). Humans are averagely stronger than salarians but not as fast. Like most organic races, humans are also capable of producing biotic individuals but there is a high risk of medical complications. Biotic powers in humans does not occur naturally like in the asari, it requires a person to be exposed to eezo.

Humans can live to about 150 years, and recent medical advances have eradicated almost all known diseases that afflict them. However, as humans only emerged on the galactic stage within the last thirty years, it is highly likely that the introduction of new technology into their society will greatly increase their average lifespan. Humans reach physical maturity at eighteen years of age.

It has been noted that humans are unusual in the galactic community, because they have far greater genetic diversity compared to other species with more peaks and valleys. This makes human genetic material useful in biological experiments, as a control group.

History: In 2148, human explorers on Mars uncovered a long-ruined Prothean observation post, with a surviving data cache that proved Protheans had studied Cro-Magnon humans millennia ago. While religions tried to assimilate this discovery into their doctrine, a global rush began to decipher the petabytes of data from the outpost. Discovering information on a mass relay orbiting Pluto, explorers managed to open the Charon Relay and discovered it led to Arcturus. With the help of the fledgling Systems Alliance, humans expanded to other systems, opening any mass relays they could find.

Humans first came to the attention of the galactic community after a brief but intense conflict with the turians, known by humans as the First Contact War, begun in 2157. The conflict began when the turians attacked a human fleet attempting to activate a dormant mass relay (illegal under Council law) and then occupied the human colony of Shanxi.

Led by Admiral Kastanie Drescher, the Second Fleet then launched a massive counter-attack, which caught the turians by surprise and expelled them from Shanxi. The conflict caught the attention of the Citadel Council, which wasted no time brokering a peace, thus introducing humans to the galactic community. As a consequence of the Alliance's swift and decisive action during the First Contact War, the Alliance became the representative and supranational governing body of humanity. Since then, humans have rapidly risen in prominence.

In 2165, humanity was granted an embassy on the Citadel in recognition of their growing power and influence in the galactic community. The timing of this achievement, less than a decade after first contact, caused some friction with other Citadel races who had waited decades for such recognition.

Humanity continued to expand to unclaimed star systems on the edge of Citadel space, which eventually led to competition with the batarians. When the batarians tried and failed to convince the Council to declare the Skyllian Verge "a zone of batarian interest", they closed their embassy and withdrew from Citadel space. Viewing humans as the cause of their fall from grace, batarians frequently came into conflict with human colonies, especially batarian slavers.

Culture: Humans are generally seen to be very intelligent, abnormally ambitious, highly adaptable, individualistic and thus, unpredictable. Their strong desire to advance and improve themselves, as well as their restlessness and relentless curiosity surprised most of the Council races. Even their economy, which is much smaller than any of the Council races, is very powerful relative to their size, and humanity's military prowess is amongst the greatest in the galaxy, despite the fact that only 3% of humans volunteer for the Alliance military (a far smaller proportion than other races). Their ability to defeat the turians in the First Contact War demonstrated graphically the potential of human military strength and is therefore a subject of concern for many races, who fear the awakening of a 'sleeping giant' that could be the human military.

Government: Systems Alliance, which represents a majority of humans, has had an embassy on the Citadel since 2165. While the humans lack a seat on the Citadel Council, some other species dislike their sudden ascendancy compared to their status as relative newcomers on the galactic stage when it took other species centuries to achieve what humanity managed in decades.

Humans have also been doing what the Council could not: colonize planets in the Attican Traverse, the Skyllian Verge and along the borders of the Terminus Systems, all volatile regions where the Council has little authority, despite constant clashes with batarian gangs and slavers.

Unlike many species in Citadel space, humans have no close allies among the other races, though they are trade partners with the turians and asari. Without alliances or key political positions, humans have had to follow the edicts of the Council without having much influence on their decisions.

Military: The Alliance military is respected by the Citadel races for its novel tactics and technology. Their strength lies in fire support, flexibility, and speed. The Council regards the Alliance as a "sleeping giant" as only 3% of humans volunteer for military service. They make up for low numbers with sophisticated technical support and emphasis on mobility and individual initiative. Their military doctrine is not based on absorbing and dishing out heavy shocks like the turians and krogan. Rather, they bypass enemy strong points and launch deep into their rear, cutting supply lines and logistics, destroying headquarters and support units, and so on.

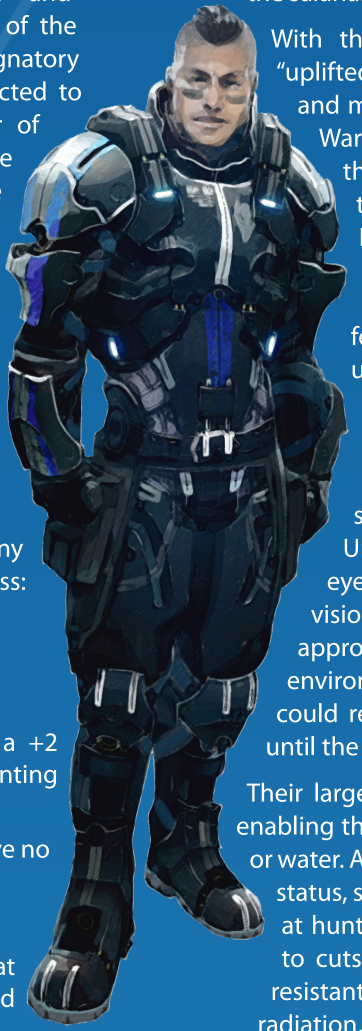
On defense, the Alliance military lives by Sun Tzu's maxim, "He who tries to defend everything defends nothing". Only token garrisons are placed on their colonies, whose job is mostly scouting and reporting on invaders, rather than engaging in combat. However, the Alliance stations powerful fleets at mass relay nexuses so that in the event of an attack they respond with overwhelming force.

The Hahne-Kedar company and Aldrin Labs are key suppliers of the military. All soldiers receive gene therapy for improved strength and stamina. The Alliance also recruits biotics, who are trained using techniques developed at BAaT.

At the time of the First Contact War in 2157 CE, the Alliance possessed a navy consisting of over 200 vessels ranging from small hundred-meter frigates to imposing kilometer-long dreadnoughts and carriers. By 2183 CE, it is recognized as one of the greater military forces in Citadel space. As a signatory of the Treaty of Farixen, the Alliance is restricted to building and maintaining a smaller number of dreadnoughts compared to the turians. The Alliance Navy has made up for this with the innovative design and deployment of carriers, which are as large as dreadnoughts, but are not constrained by the treaty because their primary armament consists of fighters instead of ship-length mass accelerator cannons.

The Alliance Navy is headquartered at Arcturus Station in the strategically invaluable system of Arcturus, which contains mass relays that link to major human colonies and Earth.

Classes: A human character can be of any General Class or of the following Special Class: Human Explorer.



Human Racial Traits

- **Physical characteristics:** A human gains a +2 bonus to one ability score at creation, representing their varied nature.
- **Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size.
- **Normal Speed:** Human speed is 30 feet.
- **Quick to Master:** A human gains a bonus feat at 1st level. They are quick to master specialized tasks.
- **Skilled:** Humans gain +4 skill points at 1st level and +1 skill point at each level thereafter. They are versatile and capable. (The 4 skill points at 1st level are added on as a bonus, not multiplied in).
- **Random height:** male 4′ 10″ + 2d10; female 4′ 5″ + 2d10
- **Random weight:** male 120 lb + (result of 2d10 from height) × 2d4; female 85 lb + (result of 2d10 from height) × 2d4

Krogan

The krogan are a species of large reptilian bipeds native to the planet Tuchanka, a world known for its harsh environments, scarce resources, and overabundance of vicious predators. The krogan managed to not only survive on their unforgiving homeworld, but actually thrived in the extreme conditions. Unfortunately for them, as krogan society became more technologically advanced so did their weaponry.

Four thousand years ago, at the dawn of the krogan nuclear age, battles to claim the small pockets of territory escalated into full scale global war. Weapons of mass destruction were unleashed, transforming Tuchanka into a radioactive wasteland. The krogan were reduced to primitive warring clans struggling to survive a nuclear winter of their own creation, a state that continued until they were discovered by the salarians two thousand years later.

With the help of the salarians, the krogan were “uplifted” into galactic society, and lent their numbers and military prowess to bring an end to the Rachni Wars. Ironically, after the rachni were eradicated, the rapidly-expanding krogan became a threat to the galaxy in turn, starting the Krogan Rebellions and forcing the turians to unleash the genophage. This genetic “infection” dramatically reduced fertility in krogan females, causing a severe drop in births and, ultimately, population, eliminating the krogan numerical advantage.

Biology: Due to the brutality of their surroundings, natural selection has played a significant role in the evolution of the krogan. Unlike most species on the Citadel, krogan eyes are wide-set, giving them a 240-degree vision, greater visual acuity and awareness of approaching predators. Because of their natural environment, where fatalities where high, the krogan could reproduce and mature at an astonishing rate, until the introduction of the genophage.

Their large shoulder humps store fluids and nutrients, enabling them to survive extended periods without food or water. A bigger shoulder hump is seen as a sign of high status, showing how successful an individual krogan is at hunting. Their thick hides are virtually impervious to cuts, scrapes or contusions, and they are highly resistant to environmental hazards, including toxins, radiation, and extreme heat and cold. Consequently their diets can include food and drink which would prove very dangerous to other species – a fact reflected in the krogan liquor of choice, ryncol, which “hits aliens like ground glass”. Younger krogan have yellow or green markings on their hides. These markings darken to brown or tan over time, showing their age.

The most amazing physiological feature of krogan biology is the multiple instances of major organs. These secondary (and where applicable, tertiary) systems are capable of serving as back-ups in the event of damage to the primary biological structures. They have, for example, two hearts, four lungs, and most notably four testicles. This reflects in their slang, where they often speak about a “quad” where a human would use the words “balls” or “pair”. Krogan also have a secondary nervous system using a neuroconductive

Krogan bleed a yellow or orange fluid when shot, which may be this fluid or actual blood. Having redundant systems makes krogan difficult to kill or incapacitate in normal combat scenarios.

Krogan can live for well over a thousand years. Their second most distinctive feature is their powerful regenerative system that can regenerate bullet injuries in a few seconds if they are left alive.

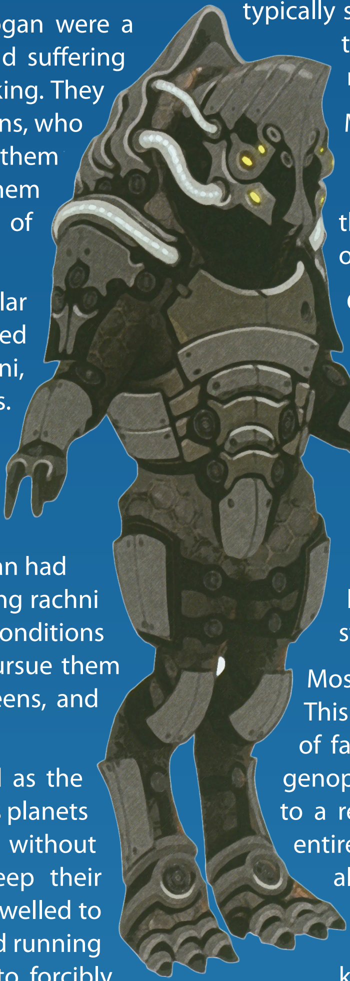
When young, the krogan's plates are still in development and are originated from dozens of smaller plates that grow on the krogan skill and later combine themselves to form one unified skin-plate.

History: Roughly 2000 years ago the krogan were a primitive tribal species trapped on a world suffering through a nuclear winter of their own making. They were liberated from this state by the salarians, who "culturally uplifted" the krogan by giving them advanced technology and relocating them to a planet not cursed with lethal levels of radiation, toxins or deadly predators.

But the salarian intervention had a particular motive. At the time the Citadel was engaged in a prolonged galactic war with the rachni, a race of intelligent space-faring insects. The salarians hoped the krogan would join the Citadel forces as soldiers to stand against an otherwise unstoppable foe. The plan worked to perfection: within two generations the rapidly breeding krogan had the numbers to not only drive the advancing rachni back, but the ability to endure the harsh conditions of the rachni worlds. They were able to pursue them to their home worlds, find the rachni queens, and eradicate the entire species.

For a brief period the krogan were hailed as the saviors of the galaxy and were given various planets to colonize, in gratitude for their help. But without the harsh conditions of Tuchanka to keep their numbers in check, the krogan population swelled to unprecedented numbers. Overcrowded and running out of resources, the krogan spread out to forcibly claim other worlds, even those already inhabited by races loyal to the Citadel. When the krogan began settling the asari colony of Lusia, the Citadel Council intervened and ordered them to leave. Overlord Kredak, the krogan ambassador, stormed out of the Chambers, daring the Citadel races to take their worlds back. War broke out soon afterward.

The so-called Krogan Rebellions continued for nearly three centuries. The krogan sustained massive casualties, but their incredible birth rate kept their population steadily increasing. Victory seemed inevitable. In desperation, the Council turned to the recently discovered Turian Hierarchy for aid. The turians unleashed the genophage on the krogan home worlds: a terrifying bio-weapon engineered by the salarians. The genophage caused near total infant mortality in the krogan species, with only 1 birth in every 1000 producing live offspring.



No longer able to replenish their numbers, the krogan were forced to accept terms of surrender. For their role in quelling the Krogan Rebellions, the turians were rewarded with a seat on the Citadel Council. The krogan, on the other hand, still suffer from the incurable effects of the genophage.

Over the last millennium krogan numbers have steadily declined, leaving them a scattered and dying people. Some try bizarre treatments for the genophage, including testicle transplants. But, faced with the certainty of their extinction as a species, most krogan have become individualistic and completely self-interested. They typically serve as mercenaries for hire to the highest bidder, though many still resent and despise the Citadel races that condemned them to their tragic fate.

Most krogan have not worked toward a cure as they are more interested in combat than science. Unless one is discovered and used, or the krogan change their violent and self-centered ways, the extinction of the krogan seems inevitable.

Culture: The harsh krogan homeworld conditioned the krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and are neither surprised nor offended by treachery. The weak and selfless do not live long. They also have powerful territorial instincts which serves well in combat, but can create problems. When traveling on starships, for example, krogan rarely share quarters.

Most krogan trust and serve no one but themselves. This solitary attitude stems in part from a deep sense of fatalism and futility, a profound social effect of the genophage that caused krogan numbers to dwindle to a relative handful. Not only are they angry that the entire galaxy seems out to get them, the krogan are also generally pessimistic about their race's chances of survival. The surviving krogan see no point to building for the future; there will be no future. The krogan live with an attitude of "kill, pillage, and be selfish, for tomorrow we die."

Female krogan rarely leave their home worlds, focusing on breeding in an attempt to keep krogan numbers from declining too quickly. The few remaining fertile females who can carry young to term are treated as prizes of war, to be seized, bartered or fought over. Recently, it has been noted that the females of the krogan species live in clans separate from that of the males. Envoys are sent out from the female clans to determine who amongst the males is worthy to visit the female clans. Due to the effects of the genophage and the lack of fertile females, this happens often and many male krogan sire children from one female.

Religion: Krogan do not have strong religious beliefs. The closest they come is to establish ritualistic burial grounds called the Hollows, where the skulls of their ancestors are displayed to remind them of "where we all come from, and where we all go". The Hollows are as sacred as any krogan place can be, and violence there is forbidden. Several krogan also mention a place called "the Void" which seems to be the krogan version of the afterlife.

Clans: Krogan are divided into numerous clans. Membership in a clan allows a krogan to own property, join the army and apply to serve under a battlemaster. Young krogan undergo a rite of passage that is overseen by a shaman respective to the clan the krogan wishes to join. Few outsiders have seen the rite of passage take place, even though there are no rules in krogan tradition that state that a non-krogan can't help with the undertaking of the rite by acting as the participant's krantt. The rite of passage and all other rites and traditions are preserved by the clan shaman. The shaman must undergo lengthy and torturous rites to assume the position, and is required to give up his name. Because of this level of commitment, the shaman is one of the most respected members of a clan.

Government: After their defeat in the Rebellions, the very concept of krogan leadership was discredited. Where a warlord could once command enough power to bring entire solar systems to heel and become Overlord, these days it is rare for a single leader to have more than a thousand warriors swear allegiance to him.

Military: Traditional krogan tactics were built on attritional mass-unit warfare. Equipped with cheap, rugged gear, troop formations were powerful but inflexible. Command and control was very centralized; soldiers in the field who saw a target contacted their commanders behind the lines to arrange fire support.

Since the genophage, the krogan can no longer afford the casualties of the old horde attacks. For that purpose the Battle Masters were created. Alone they are a match for any ten soldiers of another species. To a Battle Master, killing is a science and their tactics now focus on delivering maximum strength and firepower in swift and unstoppable strokes rather than order dozens of krogans to attack. This change of focus from mass-unit warfare to maximal efficiency has increased employment demand in the fields of security and 'muscle for hire.'

Battle Masters believe in being well-armed and equipped, preferably with a gun for each limb. They are callous and brutal, but methodical and disciplined. They use any means at their disposal to achieve their goals, no matter how reprehensible. Hostage-taking and genocide are acceptable means to ensure a quiet occupation with few krogan casualties.

Krogan Battlemasters are trained in such from young age and are always selected from krogan biotics. They are also leaders of many other krogan soldiers and their tactical knowledge ensures those soldiers are never used as shock troops or cannon-fodder, a sign of evolution in krogan mentality due to the genophage.

Biotics are rare among the krogan, especially since the practice of surgically creating krogan biotics has been discontinued (due to the high mortality rate) and because only 1 in every 100 exposures results in a stable krogan biotic user. Those that exist are viewed with suspicion and fear. Combat drones and other high-tech equipment are likewise in short supply.

Krogan Names: Droyas, Uvenk, Nax, Okeer, Skarr, Wreav, Wrex, Guld

Krogan Clan Names: Clan Drau, Clan Forsan, Clan Ganar, Clan Gatatog, Clan Hailot, Clan Jorgal, Clan Jurdon, Clan Nakmor, Clan Quash, Clan Ravanor, Clan Urdnot, Clan Weyrloc

Classes: A krogan character can be of any General Class or of the following Special Class: Krogan Battlemaster.

Krogan Racial Traits

- **Physical characteristics:** A krogans gains a +4 bonus to Strength, a +2 bonus to Constitution, a -4 penalty to Wisdom and a -2 penalty to Dexterity and Charisma.
- **Medium:** As Medium creatures, krogan have no special bonuses or penalties due to their size.
- **Normal Speed:** Krogan speed is 30 feet.
- **Amplified Vision:** The krogan eye set ensures they cannot be flanked. It also provides them with a +2 bonus to Spot checks.
- **Scales:** A krogan's natural scales provide them with a natural Plating equal to 1/2 krogan level + Constitution score.
- **Warrior Personality:** Krogan's are natural warriors, not diplomats. As such they prefer intimidating tactics and violence to solving problems with diplomacy. They gain a +2 bonus to Intimidate and a -4 penalty to Diplomacy.
- **Enhanced Regeneration:** A krogan has a regeneration rate equal to his Constitution modifier -1 (minimum of 1). This regeneration also allows them to regenerate organs in a rate of 1 organ per day and regenerate limbs and broken bones in a quarter of the normal time.
- **Redundant Systems:** A krogan's secondary and tertiary set of organs ensures that all krogans have a 50% chance of negating critical hits and sneak attacks. However, once hit by a critical, krogans immediately switch to secondary or tertiary organs, a mechanism that takes its toll on higher thought processes. When victim of a critical hit against their normal HP, krogans take a penalty of -2 Intelligence, Wisdom and Charisma and must make a Will save DC 15 or enter in a rage called "Blood Haze" where the krogan sees everyone as hostile. During that rage, the krogan gains +2 bonus to Str and Constitution. This lasts for 1 hour. Cumulative critical hits do not result in a cumulative penalty.
- **Krogan Charge:** A krogan deals extra 1d8+1 per character level points of damage when he makes a melee attack with a charge

- **Naturally Adapted:** Krogan are highly adapted to any sort of environment and so they gain a +4 bonus on all saves against temperature effects, radiation and poisons. They also gain a +4 bonus on saves made to resist being paralyzed.
- **XP Required:** Krogan characters require 15% more XP to level up than other races.
- **Random height:** male 6′ 5″ + 2d6; female 6′ 3″ + 2d6
- **Random weight:** male 700 lb + (result of 2d6 from height) × 20; female 630 lb + (result of 2d6 from height) × 20

Quarian

The quarians are a nomadic species of humanoids known for their skills with technology and synthetic intelligence. Since their homeworld Rannoch was conquered, the quarians live aboard the Migrant Fleet, a huge collection of starships that travel as a single fleet.

Approximately 300 years ago the quarians created the geth, a species of rudimentary artificial intelligences, to serve as an efficient source of manual labor. However, when the geth gradually became sentient, the quarians became terrified of possible consequences and tried to destroy their creations. The latter won the resulting war and forced their creators into exile. Now the quarians wander the galaxy in a flotilla of salvaged ships, second-hand vessels, and recycled technology which they call Migrant Fleet.

Biology: Quarians are generally shorter and of slighter build than humans. Quarians have an endoskeleton, lips, teeth, and two eyes with eyelids and tear ducts; they also have three thick fingers on both hands which include a thumb and an index finger, as well as three toes on each foot. Their ears or ear analogues differ in a noticeable fashion from those of humans.

The most important fact of quarian biology is their weak immune system. As a result, all quarians wear highly sophisticated environmental-suits, to protect them from disease or infection if they are injured. Their suits can be compartmentalized in the event of a tear or similar breach to prevent the spread of contaminants.

Quarian immune systems have always been relatively weak, as pathogenic microbes were comparatively rare and insect life was simply nonexistant in their homeworld's biosphere. Furthermore, what few viruses and other microbes were native to their homeworld were often partly beneficial to them. After living aboard the Migrant Fleet for generations, the quarians' immune systems have atrophied further due to the years in the sterile environment of the Fleet. As such, quarians are given various vaccinations and immunizations to help ward off disease. However, they prefer the safety of their suits even in clean environments and are reluctant to remove them without a good reason.

A quarian who wishes to remove their suit must take antibiotics, immuno-boosters, herbal supplements, or the like in order to do so safely, and even then there are inherent risks. As a result, physical acts of affection are difficult for quarians, even for the purposes of reproduction. Ships in the Migrant Fleet contain "clean rooms" where quarians can give birth or undergo medical procedures in relative safety, though there are always risks. The most intimate thing quarians can do is link their suit environments. Doing so guarantees a quarian will get sick, although they will usually adapt over time.

Like turians, the quarians are a dextro-protein species of reverse chirality from humans and asari. The food of levo-protein races such as humans or asari is at best inedible and at worst poisonous, most likely triggering a dangerous allergic reaction. Quarians who want to taste something (other than the refined edible paste issued to all who leave on their Pilgrimage) can eat specially purified turian cuisine.

Since quarian's live inside suits their whole lives, being inserted into special suits right after birth, they are never exposed to eezo and so no quarian ever develops any biotic ability.

History: Hailing from the world of Rannoch, the quarians were always a technologically advanced species. They created the geth around 1900 CE to be used as laborers and tools of war. The quarians, mindful of the Citadel Council's laws against creating AI, kept their programming as limited as that of a VI but because they required the geth to perform more complex tasks, they improved the geth by developing a sophisticated neural network. These changes altered the geth to such an extent that they became sentient. This made the quarians feel as though they had made a terrible mistake by creating a sentient species and then using it for labor. Something that would be punishable by the Citadel Council.

Panicked, the quarian government ordered an immediate shutdown of all geth, hoping to strike the first blow, but they had underestimated the power of the neural network and how intelligent the geth had become. Their servants defended themselves, resulting in a war that cost billions of quarian lives and drove them from their homeworld. After being refused aid from the Citadel Council, the quarians fled in the Migrant Fleet while the geth took over their systems. Soon after, the Council stripped the quarians of their embassy, cutting the quarians out of Citadel politics as a punishment for their actions. Ever since, the quarians have devoted all their skills and resources to preserving their species aboard the Migrant Fleet.

The quarians have since been struggling to survive. While most of their efforts have been directed toward surviving and maintaining their species aboard the Flotilla, another major concern is to find new ways of combating the geth and possibly even reclaiming their home world.

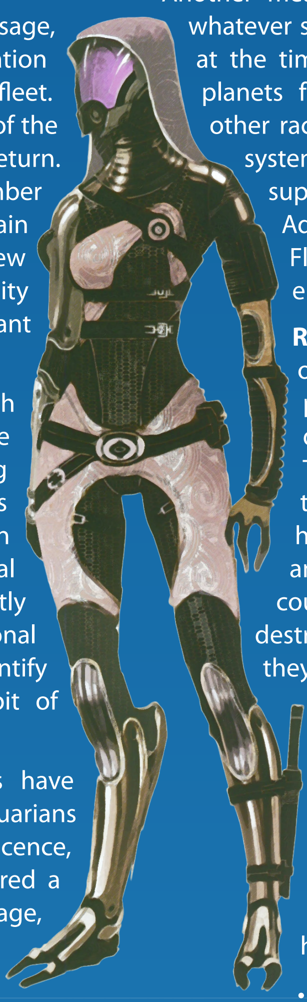
Culture: One of the factors of life aboard the Migrant Fleet is population control. Most of the time, it is illegal for quarian families to have more than one child to maintain zero population growth, so families tend to be small. Along with the fact each quarian relies on the others for survival, this ensures that bonds between quarians are very strong, compared to a more individualistic race like the krogan. Loyalty, trust and cooperation between quarians are essential for the survival of their species.

Quarians enjoy storytelling, and hold dancers in high esteem. Some ships from the Fleet linger in orbit over planets used as drive discharge sites, to sell refreshments, supplies or trinkets made by their children to passing crews.

Young quarians go on a Pilgrimage as a rite of passage, leaving the Flotilla to look for resources, information or supplies that will be useful to the rest of the fleet. Their discovery is then presented to the captain of the ship they wish to join as a gift upon the quarian's return. As well as proving they are a productive member of society, this ensures that the quarians maintain genetic diversity by not intermarrying with the crew of their 'home ship'. It is also seen as an opportunity for quarians to experience life outside the Migrant Fleet, to appreciate their own culture.

Aboard ship, quarians are used to dealing with cramped conditions. Quarians place low value on personal space and possessions, evaluating objects by their usefulness, and often barter items that are not being used to the rest of the crew. Even when at home, quarians wear their environmental suits at all times, partly out of caution and partly as a psychological reaction to the lack of personal space. Because their suits make it harder to identify individuals, quarians have developed the habit of exchanging names whenever they meet.

However, the environmental suits themselves have gained a certain significance in quarian society. Quarians do not gain their first individual suit until adolescence, and being fitted with their first suit is considered a rite of passage. After completing their Pilgrimage, quarians will sometimes change their suit to reflect their newfound maturity. Linking suit environments is seen as an intimate gesture of trust and affection.



Their technology and relations to synthetic life have had a profound effect on quarian culture. As a result, in contrast to other races, quarians are reluctant to trust virtually – or artificially – intelligent machines, but they are also far more likely to treat them as if they were living beings.

Economy: The quarians have a very different economic system from the rest of the galaxy. While credits influence what is available in Citadel space, currency is non-existent in quarian society. Quarians value the little space they have above all else, so no unused items are kept to maximize space. When a quarian has an item they do not need, they place it in a public area, in what resembles a market. The items available are put into storage lockers, and those in need may simply take what they find. Since quarian society is based around honor and loyalty to their fellow quarians, there is rarely disagreement.

However, food and medicine are handled more strictly. The food coming from both the Liveships and from scout ships is put into a central stock and distributed carefully to individuals. Outgoing food is tracked carefully, so as not to put the Migrant Fleet at risk of food shortage or starvation. Medicine is also distributed carefully, even if there is a very low risk of sickness thanks to the suits. Controlling the flow of medicine also creates an emergency stockpile in case of a widespread outbreak.

Another means of resource income for the Fleet is from whatever system that the Migrant Fleet is passing through at the time. The quarians will strip-mine any promising planets for resources with well-trained efficiency. Any other races with industrial or corporate interests in that system will often offer a "gift" of ships, food, or other supplies to encourage the Fleet to leave. Usually, the Admiralty Board accepts the gift, as the Migrant Fleet is in no position to decline resources or to engage in open hostilities with other races.

Religion: The quarians used to practice a form of ancestor worship. This involved taking a personality imprint from the individual and developing it into an interface similar to a VI. The quarians began experimenting with making these imprints more and more sophisticated, hopefully leading to the wisdom of their ancestors being preserved in an imprint that could be truly intelligent. However, the geth destroyed the quarians' ancestor databanks when they rebelled. Some quarians saw their subsequent exile as punishment for their hubris, but most accept that the geth rebellion was a mistake, not a punishment. However, respect for their ancestors is still prevalent in quarian society.

Language: Now that the quarians are reduced to a small, insular population they have one common language. Such words as are known have slipped out from intra-quarian insults.

- nedas – nowhere
- tasi – no-one
- vas [ship-name] – crew of
- nar [ship-name] – child of
- keelah – exclamation
- keelah se'lai – possibly a religious statement, sometimes used in the same terms as a benediction (see above)
- bosh'tet – curse/insult, likely being relative to "son-of-a-bitch" or "bastard".

Quarian names are composed of four parts – the quarian's given name and clan name separated by an apostrophe, the title ("nar" means "child of", referring to their birth ship, while "vas", adopted after the quarian has completed their Pilgrimage and joined a ship, means "crew of") and the name of their vessel.

Government: There are roughly 17 million quarians on the Migrant Fleet (also called the Flotilla). It is technically still under martial law but is now governed by bodies such as the Admiralty Board and the democratically-elected Conclave, though ship captains and onboard civilian councils tend to address most issues "in-house" before it gets that far. Quarians are divided into several clans that can be spread across several ships, or restricted to one.

Although the Conclave establishes civil law much as any planet-based democracy, enforcement and trials are more unique. Police-force is maintained by the military, who are responsible for taking into custody those accused of a crime, before it is brought to the ship's captain for judgement. While the ship's council may make recommendations, tradition holds that the captain has absolute authority in matters of discipline. Most are lenient, assigning additional or more odious maintenance tasks aboard the ship. Persistent or the worse criminals are "accidentally" left on the next habitable world. This practice of abandoning criminals on other people's planets is a point of friction between the quarians and the systems they pass through but captains rarely have another choice, since the lack of space and resources prevents them from supporting a non-productive prison population. Offences that carry exile as a penalty include murder, treason, repeated violent episodes, and sabotage against vessels, food stores or the Liveships themselves. Quarians practice capital punishment; mutiny or hijacking starships is punished with execution. Exile is generally the preferred punishment, as any offspring an exile may have are welcomed back to the Fleet (the exiled quarian, however, may not unless under very special circumstances).

Galactic Relations: Humans have no political relations with the quarians because the Migrant Fleet has not yet passed through any human-controlled area of space. Other species tend to look down on the quarians for several reasons, the foremost of which being their supposed "unleashing" of the geth upon the galaxy. This act led to the quarians' losing their embassy on the Citadel. Quarians are often viewed as beggars and thieves. And because of the Flotilla's limited resources, quarians strip-mine the systems they pass through, which often puts them at odds with any species currently settled there. The Migrant Fleet also tends to drop off criminals on planets it passes.

However, life on the Migrant Fleet means quarians have unique skills. Quarians have developed an imperfect technique for recovering data from geth memory cores. They are masters at maintaining and converting technology, especially ship parts, and they are also expert miners because the Fleet requires huge amounts of fuel. They are able to repair what most species would melt down. This proficiency means corporations sometimes quietly hire quarians "on the side".

This unpopularity, and the fact their entire species travels and works as one, makes most quarians quite insular, caring only about the continued survival of the Migrant Fleet. Their nomadic life and exclusion from the Citadel mean that the concerns of the Citadel races don't particularly interest or impress them.

Military: In the early years, many quarian freighters were armed and used as irregular "privateers." Civilian ships still show a strong preference for armament, making them unpopular targets for pirates. Though they have rebuilt their military, there are still mere hundreds of warships to protect the tens of thousands of ships. The quarian navy follows strict routines of patrol, and takes no chances. If the intent of an approaching ship can't be ascertained, they shoot to kill.

For this reason, young quarians on their Pilgrimage are given code phrases to repeat upon their return, as they often arrive back in vessels they have bought or scavenged which are unknown to the Flotilla. One phrase denotes a successful Pilgrimage and the quarian navy will permit them to rejoin the Fleet; the other alerts the navy that the quarian is returning under duress, and their ship will be immediately destroyed.

Quarian Names: Daro, Feda, Golo, Han, Hilo, Kal, Kar, Kenn, Lemm, Lia, Prazza, Rael, Seeto, Shala, Tali, Veetor, Ysin, Zaal.

Quarian Clan Names: Xen, Gazu, Gerrel, Jaa, Reegar, Danna, Shal, Vael, Zorah, Hodda, Raan, Nara, Mal, Koris

Quarian Shipnames: Moreh, Idenna, Neema, Rayya, Tesleya, Ulnay, Tonbay, Qwib Qwib.

Classes: A quarian character can be of any General Class with the exception of classes with biotic powers. The quarian can also be of the following Special Class: Angara Resistance Fighter. Quarian Machinist.

Quarian Racial Traits

- **Physical characteristics:** A quarian gains a +2 bonus to Intelligence and Charisma and take a penalty of -2 to Constitution.
- **Medium:** As Medium creatures, quarians have no special bonuses or penalties due to their size.
- **Normal Speed:** Quarian speed is 30 feet.
- **Technicians:** Quarians are master technicians and experts in dealing with electronics. They gain a +2 bonus to Repair and Electronics.
- **Weakened Immune System:** Quarians can only get out of their suits in sterile and clean environments otherwise they contract a quarian Infection. Any contact with unclear air, dirty surfaces or even skin form living creatures or plants also causes the quarian to contract this Infection. Also, at the end of each battle in which the quarian takes HP damage, there is a 10% chance that whatever damaged the quarian penetrated his suit and caused a Quarian Infection. This probability is rolled after the end of the battle, during which it matter little if the quarian has had his suit pierce because the adrenaline, and the suit's mechanisms to inject the quarian with large amounts of antibiotics once it is ruptured, ensure he never suffers from the infection's effects during

that battle. Afterwards, the infection affects him normally. If the quarian was reduced to 0 HP, the probability of being infected increases to 20%.

Note that while it is true that quarians have very weak immune systems and quickly develop and infection if their suits are ruptured, the suit's hole and area injured is very small, and the quarian quickly seals off that portion of the suit, thus ensuring that most infections are localized to the injury and don't really cause a major Quarian Infection.

- **Lack of biotics:** Quarian lack natural biotic powers and members of their race are never exposed to eezo. As such, they can never gain biotic powers and biotic points or be of a class that provides access to biotic powers.
- **Random height:** male 5′ 0″ + 2d8; female 4′ 11″ + 2d8
- **Random weight without suit:** male 100 lb + (result of 2d8 from height) × 2d4; female 75 lb + (result of 2d8 from height) × 2d4.
- **Suits weight:** 15 lbs. This weight is added to that of armors.

Salarian

Salarians were the second species to join the Citadel. They are warm-blooded amphibians native to the planet Sur'Kesh. Salarians possess a hyperactive metabolism; they think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted, especially the elcor. Unfortunately, their metabolic speed leaves them with a relatively short lifespan; salarians over the age of 40 are a rarity.

Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they are letting on.

Biology: The salarians are a bipedal race of amphibians, with tall, elongated bodies. Their heads are long and thin, and have a pair of horns protruding from the top of their skulls. Salarian skin varies in color, but most have a shade of blue or grey. Some however are brightly colored, ranging from light red to green. Salarian eyes are large, oval and have thin membranes in place of eyelids. Salarians blink upwards, rather than downwards as humans do. The pupils are a wide slit, oriented horizontally, and iris colours include green, purple and brown.

Salarians are noted for their high speed metabolism, which allows them to function on just one hour of sleep a day. Their minds and bodies work faster than most sapient races, making them seem restless or hyperactive. The drawback of this active metabolism is a short lifespan of around 40 human years.

The salarians are haplo-diploid egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year, a salarian female will lay a clutch of dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male. Salarians also have photographic memories and rarely forget a fact. They possess a form of psychological 'imprinting', tending to defer to those they knew in their youth. Salarian hatching is a solemn ritual in which the clan Dalatrass (matriarch) isolates herself with the eggs. The young salarians psychologically imprint on her and tend to defer to her wishes. During the hatching of daughters, the Dalatrasses of the mother and father's clans are present at the imprinting. This ensures the offspring have equal loyalty to both, ensuring the desired dynastic and political unity.

Salarian sex drive and reproduction appear to differ from that of humans and it is not hormone-based. They are, however, attracted to the asari.

History: On their first three interstellar colonies, the salarians planted settlements named Aegohr, Mannovai, and Jaëto.

The salarians were the second species to discover the Citadel. They opened diplomatic relations at once and became one of the founding species of the Citadel Council. In a gesture of trust, the salarians opened the records of one of their intelligence services, the League of One, but this quickly created problems when the League's members found themselves in danger as a result. The League slaughtered the entire Salarian Union inner cabinet, but were later hunted down, leaving only relics behind.

The salarians also played a significant role in the advancement of the krogan species. The salarians provided the krogan with advanced technology and a new, tranquil home planet (in order to manipulate the krogan into eradicating the rachni for the Council). The peaceful home planet and better technology put less strain on the krogan as a species; they no longer had to worry about simply surviving on a dangerous planet with primitive technology, as they did before contact with the salarians. This comparatively easy life, combined with their exceedingly high birth rate, allowed the krogans the time, numbers and energy to spread through Citadel space, aggressively claiming formerly allied planets as their own. In order to end these "Krogan Rebellions" the salarians then provided the turians with the genophage, a biological weapon that effectively sterilized the krogan resulting in almost all krogan pregnancies ending in stillbirth.

Though their military is nothing special, salarians are currently seen as the premier intelligence and information-gathering arm of the Council, though some see the salarians as manipulators.

Culture: Salarians excel at invention, preferring to use cutting-edge technology rather than settle for anything less. For example, their GARDIAN starship defenses put emphasis on high performance over reliability even though a malfunction could cost lives.

Salarians see information gathering and even spying as imperative when dealing with other races, simply because "knowledge is power". Alliance counter-intelligence agencies are constantly uncovering salarian agents and cyber-warfare incursions, but there is little they can do to stop them.

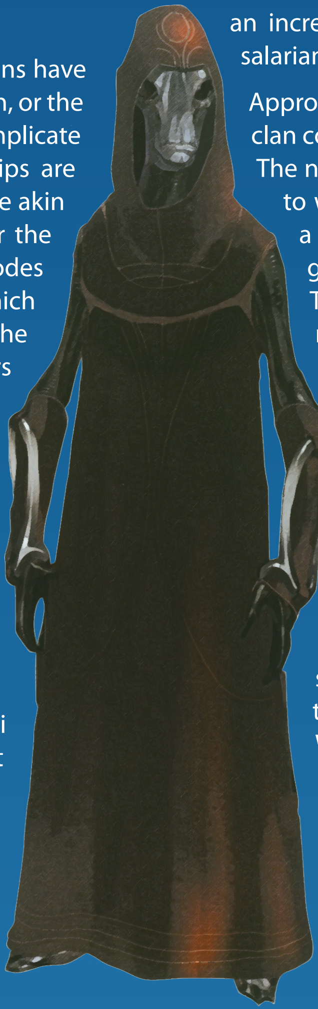
Normally, the rare salarian females are cloistered on their worlds out of tradition and respect. Powerful female Dalatrasses are dynasts and political kingpins. They determine the political course of their respective regions through shrewd negotiation. Though male salarians rise to positions of great authority in business, academia, or the military, they rarely have any input on politics, with the exception of the salarian representative on the Citadel Council is male.

Due to their method of reproduction, salarians have no concept of romantic love, sexual attraction, or the biological impulses and social rituals that complicate other species' lives. Male-female relationships are rare (due to the scarcity of females) and more akin to human friendship. Sexuality is strictly for the purpose of reproduction. Ancient social codes determine who gets to fertilize eggs, which produces more daughters to continue the bloodline. Fertilization generally only occurs after months of negotiation between the parents' clans, and is done for purposes of political and dynastic alliance. No salarian would imagine defying this code.

Salarian names are quite complex. A full name includes – in order – the name of a salarian's homeworld, nation, city, district, clan name and given name. Most, however, go by their given name.

The salarian race also includes the Lystheni "offshoot". How the Lystheni are distinct from mainline salarians and why they are currently unwelcome in Council space is unrevealed. Lystheni salarians may be found living among batarians, exiled quarians, and other galactic refuse at Omega.

Salarians celebrate "Betau", the first day of their New Year. Traditionally, it marks the end of winter in the southern hemisphere on the salarian homeworld, Sur'Kesh. During this occasion, they repay debts, and petition favors from one another.



Economy: The salarian economy is the smallest of the three Council races, but still far larger than the Alliance. It is based on "bleeding-edge" technologies; salarian industries are leaders in most fields. They make up for a lack of military quantity by holding a decisive superiority in quality.

Religion: Salarians are not notably religious, but as free-willed sentients there are exceptions. One of the less favored salarian religions (which the Council deems a "cult") worships a goddess, and claims that a certain pattern of overlapping craters in the southern hemisphere of Trelyn resembles her. Many salarians believe in a wheel of life, a belief that is spreading due to the short life-spans of salarians – the believers claim that life cannot be so short when so much is left to do.

Government: The salarian government, since at least the formation of the Council in 500 BCE, is called the Salarian Union. It is a labyrinthine web of matrilineal bloodlines, with political alliances formed through interbreeding. In many ways, the salarian political network functions like the noble families of Earth's Medieval Europe. Structurally, the government consists of fiefdoms, baronies, duchies, planets, and marches (colonization clusters). These are human nicknames, as the original salarian is unpronounceable. Each area is ruled by a single Dalatrass (matriarchal head-of-household) and represents an increasing amount of territory and prestige within the salarian political web.

Approaching 100 members, the first circle of a salarian's clan comprises parents, siblings, uncles, aunts, and cousins. The next circle includes second cousins, etc, and escalates to well over 1000 members. The fourth or fifth circle of a clan numbers into the millions. Salarian loyalty is greatest to their first circle and diminishes from there. Their photographic memories allow salarians to recognize all their myriad relatives.

Military: In principle, the salarian military is similar to the Systems Alliance, a small volunteer army that focuses on maneuver warfare. What differentiates the salarians is not their equipment or doctrine, but their intelligence services and rules of engagement. The salarians believe that a war should be won before it begins (a doctrine also espoused by some of humanity's greatest generals, such as Sun Tzu). The unquestioned superiority of their intelligence services allows them to use their small military to maximum effectiveness. Well before fighting breaks out, they possess complete knowledge of their enemy's positions, intentions and timetable.

Their powerful intelligence network is spearheaded in the field by Special Tasks Groups (STG) who monitor developing situations and take necessary action, usually without the shackles of traditional laws and procedures. The effectiveness of the STG during the Krogan Rebellion is what provided the template for the Council to establish their SPECTRE program immediately afterward.

In every war the salarians have fought, they struck first and without warning. For the salarians, to know an enemy plans to attack and let it happen is folly; to announce their own plans to attack is insanity. They find the human moral concepts of 'do not fire until fired upon' and 'declare a war before prosecuting it' incredibly naive. In defensive wars, they execute devastating preemptive strikes hours before the enemy's own attacks. On the offense, they have never issued an official declaration of war before attacking.

Biotics are virtually unknown in the salarian military. Those with such abilities are considered too valuable to be used as cannon fodder and are assigned to the intelligence services or even to be allowed to freely roam the galaxy freely. Thus salarian biotic users are kept under the strict scrutiny of the Dalarass to which they are most loyal.

While capable of defending themselves against most threats, the salarians know the value of alliances, especially with those with a stronger military like the turians. Though the relationship between the two species was rocky at first due to the krogan uplift fiasco, the salarians take pains to keep this relationship strong enough that anyone who threatens them risks turian intervention.

The salarian navy has sixteen dreadnoughts, which is considerably less than the maximum they are allowed to build according to the Treaty of Farixen.

Salarian Names: Chorban, Ish, Jaroth, Kirrahe, Ledra, Maelon, Mordin Solus, Morlan, Palon, Rentola, Saleon, Schells, Tazzik.

Classes: A salarian character can be of any General Class or of the following Special Class: Salarian Scientist.

Salarian Racial Traits

- **Physical characteristics:** A salarian gains a +4 bonus to Intelligence, a +2 bonus to Dexterity, a -2 penalty to Constitution and an additional -2 penalty to another ability score other than Intelligence, Dexterity or Constitution.
- **Medium:** As Medium creatures, salarian have no special bonuses or penalties due to their size.
- **Amphibious:** Salarian can breathe underwater and have a swim speed of 20 ft. They can take 10 on all Swim checks even if they normally couldn't.
- **Fast Speed:** Salarian speed is 35 feet.
- **Photographic memory:** Salarians never forget a face. They gain the photographic memory feat at character creation.
- **Rapid Metabolism:** The salarian's rapid metabolism ensures they only need to rest for 1 hour to gain the benefits of an 8 hour rest.
- **Random height:** male 4' 10" + 2d8; female 4' 8" + 2d8
- **Random weight:** male 75 lb + (result of 2d8 from height) × 2d4; female 60 lb + (result of 2d8 from height) × 2d4

Turian

Known for their militaristic and disciplined culture, the turians were the third race to join the Council. They gained their Council seat after defeating the hostile krogan during the "Krogan Rebellions". The turians deployed a salarian-created biological weapon called the genophage, which virtually sterilised the krogan and sent them into a decline. The turians then filled the peacekeeping niche left by the once-cooperative krogan, and eventually gained a Council seat in recognition of their efforts.

Originally from the planet Palaven, turians are best known for their military role, particularly their contributions of soldiers and starships to the Citadel Fleet. They are respected for their public service ethic (it was the turians who first proposed creating C-Sec) but are sometimes seen as imperialist or rigid by other races. There is some animosity between turians and humans, largely due to the turian role in the First Contact War. This bitterness is slowly beginning to heal but many turians still hate humans, and vice versa.

Biology: Turians typically stand over six feet tall, have two long, proportionately thick fingers and an opposable thumb on each hand, each tipped with talons, and a set of mandibles around their mouths. The most distinguishing feature of turians is their metallic carapace, which is a result of their evolution. Turian features are avian, making them resemble humanoid birds or raptors. Turians are also recognizable by their voices, which have a distinctive flanging effect.

Since the Unification War, turians normally wear elaborate facial tattoos marking their colony of origin, though it is not known which markings distinguish which colony. As a point of interest, the turian term "barefaced" refers to one who is beguiling or not to be trusted. It is also a slang term for politicians.

Turians exhibit the characteristics of predators rather than those of prey species. Their forward-facing alert eyes give the impression that they possess outstanding eyesight and their teeth and jaws mimic the structures possessed by apex predators such as crocodiles. Even their talons on both their feet and hands are capable of ripping flesh.

The turian homeworld, Palaven, has a metal-poor core, generating a weak magnetic field and allowing more solar radiation into the atmosphere. To deal with this, most forms of life on Palaven evolved some form of metallic "exoskeleton" to protect themselves. Their reflective plate-like skin makes turians less susceptible to long-term, low-level radiation exposure, but they do not possess any sort of "natural armor". A turian's thick skin does not stop projectiles and directed energy bolts. Turian blood has a dark blue coloration.

Although life on Palaven is carbon-based and oxygen-breathing, it is built on dextro-amino acids. Like the quarians, this places the turians in minority. The food of humans, asari, or salarians (who evolved in levo-amino acid-based biospheres), will at best pass through turian systems without providing any nutrition. At worst, it will trigger an allergic reaction that can be fatal. Turians have a digestive system similar to birds and reptiles on Earth.

The lifespan of a turian is comparable to that of a human.

History: The turians had already discovered several mass relays and spawned colonies throughout the galaxy when the asari reached the Citadel. About the time the asari were forming the Council with the salarians, the turians were embroiled in a civil war, the Unification War, which began with hostilities between the colonies furthest from the turian homeworld.

These colonies were run by local chieftains, many of whom had distanced themselves from the Turian Hierarchy. Without the influence of the government, the colonies became increasingly isolated and xenophobic. Colonists began wearing emblems or facial markings to differentiate themselves from members of other colonies and open hostilities became common.

When war finally broke out, the Hierarchy maintained strict diplomacy and refused to get involved. After several years of fighting, fewer and fewer factions remained until the Hierarchy finally intervened. By that time, the chieftains were too weak to resist; they were forced to put an end to fighting and renew their allegiance to the Hierarchy. Though peace was restored, it took several decades for animosity between colonists to fade completely. To this day, most turians still wear the facial markings of their home colonies.

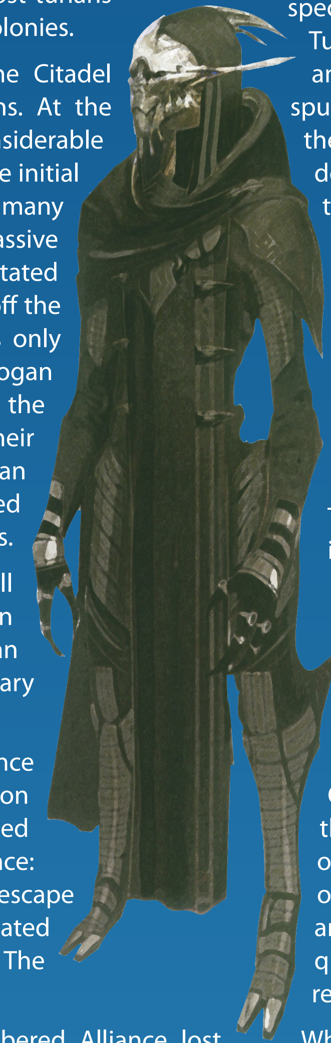
In the midst of the Krogan Rebellions, the Citadel Council made first contact with the turians. At the Council's behest, the turians brought their considerable war machine to bear on the krogan. While the initial turian offensive was successful in routing many krogan warrior bands, it provoked a massive counter-attack from the krogan which devastated several turian colonies. Rather than scaring off the turians with this show of force, the turians only fought with more resolve to quash the krogan utterly. Eventually, the turians implemented the salarian-developed genophage. Without their advantage in numbers, the majority of krogan were subdued by 800 CE, although scattered insurgent actions would continue for decades.

By 900 CE, the turians were granted full membership on the Citadel Council in gratitude for their service during the Krogan Rebellions. The turian military fills the military and peacekeeping ever since.

In 2157 CE, following Council laws in place since the Rachni Wars which prohibited the activation of uncharted mass relays, a turian force opened fire on explorers from an as yet unknown race: humanity. One human starship managed to escape and warn the Systems Alliance, which retaliated and destroyed several turian vessels. The situation quickly escalated to war.

Over the next several weeks, the outnumbered Alliance lost multiple scouting parties and patrols to turian offensives. The conflict came to a head when a turian fleet broke through Alliance lines and besieged the human colony of Shanxi. With no other options, the Alliance garrison on Shanxi surrendered, and the turians occupied the world, confident that the majority of Alliance forces had been defeated. However, one month later the Alliance's Second Fleet caught the turian occupiers by surprise and evicted them from the planet. Both sides began preparations for interplanetary war.

Before that could happen, the Citadel Council intervened and revealed the galactic community to humanity. Terms of peace were negotiated and the conflict effectively brought to an end. The turians were ordered by the Council to give heavy reparations to the Alliance for their part in instigating the conflict, known to the galaxy as the "Relay 314 Incident". Mistrust between both races still lingers for years.



Culture: Turians are noted for their strong sense of public service. It is rare to find one who puts his needs ahead of the group. Every citizen from age 15 to 30 serves the state in some capacity, as anything from a soldier to an administrator, from a construction engineer to a sanitation worker. Turians have a strong inclination toward public service and self-sacrifice, so they tend to be poor entrepreneurs. To compensate, they accepted the mercantile volus as a client race, offering protection in exchange for their fiscal expertise.

Turian society is highly regimented and very organized, and the species is known for its strict discipline and work ethic. Turians are willing to do what needs to be done, and they always follow through. They are not easily spurred to violence, but when conflict is inevitable, they give it their all and everything they got They do not believe in skirmishes or small-scale battles, they prefer massive fleets and numbers to defeat an adversary so completely that they remove any threat of having to fight the same opponent more than once. They do not exterminate their enemy, rather they devastate its military so the enemy has no choice but to become a colony of the turians. It is theorized that another conflict between the rapidly advancing humans and the turians could annihilate a large portion of known space.

The turian military is the center of their society. It is not just an armed force; it is an all-encompassing public works organization that includes police force, fire brigade, engineer corps responsible for maintaining spaceports, schools, water purification plants, and power stations, and even a merchant marine sector that ensures all worlds get needed resources.

Other species see turians as "men of action," and they are generally regarded as the most progressive of the Citadel races. Since their culture is based on the structure of a military hierarchy, changes and advances accepted by the leadership are quickly adopted by the rest of society with minimal resistance.

While turians are individuals with personal desires, their instinct is to equate the self with the group, and to set aside all personal desires for the good of all. Turians are taught to have a strong sense of personal accountability, the 'turian honor' that other races find so remarkable. Turians are taught to own every decision they make, good or ill. The worst sin they can make in the eyes of their people is to lie about their own actions. Turians who murder will try to get away with it, but if directly questioned, most will confess the crime.

Economy: The turian economy is vastly larger than that of the Alliance, but cannot match the size and power of that of the asari. For many years, development was hampered by cultural disinterest in economics. Only when the turians accepted the volus as a client race, business development improved.

Religion: Turians believe that groups and areas have 'spirits' that transcend the individual. For example, a military unit would be considered to have a spirit that embodies the honor and courage it has displayed. A city's spirit reflects the accomplishments and industry of its residents. An ancient tree's spirit reflects the beauty and tranquility of the area it grows in.

These spirits are neither good nor evil, nor are they appealed to for intercession. Turians do not believe spirits can affect the world, but spirits can inspire the living. Prayers and rituals allow an individual to converse with a spirit for guidance or inspiration. For example, a turian who finds his loyalty tested may appeal to the spirit of his unit, hoping to reconnect with the pride and honor of the group.

Turians enjoy absolute freedom of religion and can practice whatever appeals to them so long as it does not impede anyone's ability to perform their duties. There are many practitioners of the asari siarist philosophy. Since opening dialog with the human Systems Alliance, some turians have embraced Confucianism and Zen Buddhism.

Government: The turian government, known as the Turian Hierarchy, is a hierarchical meritocracy. While it has great potential for misuse, this is tempered by the civic duty and personal responsibility turians learn in childhood.

Turians have 27 citizenship tiers, beginning with civilians (client races and children). The initial period of military service is the second tier. Formal citizenship is conferred at the third tier, after boot camp. For client races, citizenship is granted after the individual musters out. Higher-ranked citizens are expected to lead and protect subordinates. Lower-ranking citizens are expected to obey and support superiors. Promotion to another tier of citizenship is based on the personal assessment of one's superiors and co-rankers. At the top are the Primarchs, who each rule a colonization cluster. The Primarchs vote on matters of national importance. They otherwise maintain a "hands-off" policy, trusting the citizens on each level below them to do their jobs competently.

Throughout their lives, turians ascend to the higher tiers and are occasionally "demoted" to lower ones. The stigma associated with demotion lies not on the individual, but on those who promoted him when he wasn't ready for additional responsibility. This curbs the tendency to promote individuals into positions beyond their capabilities. Settling into a role and rank is not considered stagnation. Turians value knowing one's own limitations more than being ambitious.

Turians enjoy broad freedoms. So long as one completes his duties, and does not prevent others from completing theirs, nothing is forbidden. For example, there are no laws against recreational drug use, but if someone is unable to complete his duties due to drug use, his superiors step in. Judicial proceedings are 'interventions.' Peers express their concern, and try to convince the offender to change. If rehabilitation fails, turians have no trouble sentencing recurring or dangerous crminals to life at hard labor for the state.

Military: Although they lack the brutality of the krogan, the refined skill of the asari, and the adaptability of the humans, the turian military has formidable discipline and their fleet makes up the single largest portion of the Citadel Fleet. Their fleet is also allotted the single largest number of dreadnoughts by the Treaty of Farixen, having 37 as of 2183 and 39 as of 2185, as a point to their fleet's service as galactic peacekeepers and position as the primary military arm of the Council.

Officers and NCOs are turians who enlisted for life, with years of field experience. Enlisted personnel are thoroughly trained and stay calm under fire. Turian units rarely break, even if their entire line collapses, they fall back in order, setting ambushes as they go. A popular saying holds: "You will only see a turian's back once he's dead."

Boot camp begins on the 15th birthday. Soldiers receive a year of training before being assigned to a field unit; officers train for even longer. Most serve until the age of 30, at which they become part of the Reserves. Even if they suffer injuries, preventing front-line service, they will still do support work behind the lines.

Most turian families are said to keep small arms in their homes and basic training includes instruction on how to create simple firebombs that can be surprisingly effective against armored vehicles.

Biotics are uncommon and turians prefer to assign their biotics to specialist teams called Cabals, since the common soldier doesn't trust biotics that much.

Command and control is decentralized and flexible. Individual squads can call for artillery and air support. They make extensive use of combat drones and practice combined arms: infantry operates with armor, supported by overhead gunships. Strategically, they are methodical and patient, and dislike risky operations. The turians recruit auxiliary units from conquered or absorbed minor races or colonies. Auxiliaries are generally light infantry or armored cavalry units that screen and support the main battle formations. At the conclusion of their service in the Auxiliaries, recruits are granted turian citizenship.

Tradition is important. Each legion has a full-time staff of historians who chronicle its battle honors in detail. The oldest have records dating back to the turian Iron Age. If a legion is destroyed in battle, it is reconstituted rather than being replaced.

Turian Names: Tonn, Saren, Chellick, Nihlus, Kuril, Lilihierax, Mehrkuri, Illo, Septimus, Sidonis, Orinia, Pallin, Lorik, Joram, Garrus, Vyrnnus.

Turian Clan Names: Actus, Arterius, Kryik, Nazario, Oraka, Qui'in, Lantar, Talid, Vakarian.

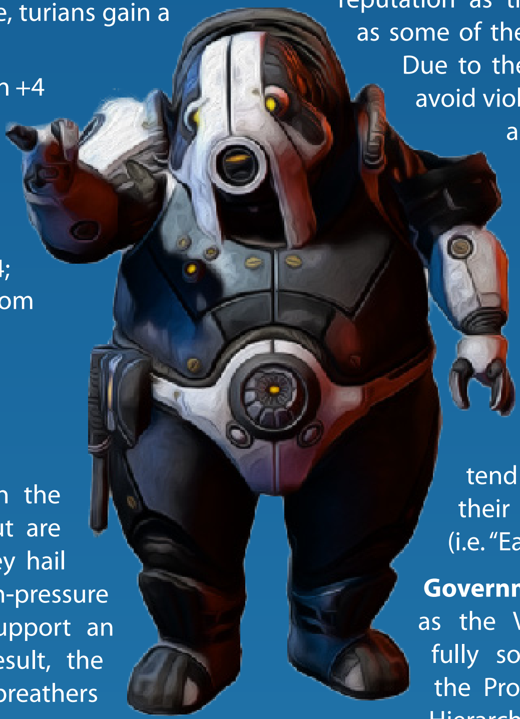
Classes: A turian character can be of any General Class or of the following Special Class: Turian Agent.

Turian Racial Traits

- **Physical characteristics:** A Turian gains a +2 bonus to Wisdom and Dexterity and take a penalty of -2 to Charisma.
- **Medium:** As Medium creatures, turians have no special bonuses or penalties due to their size.
- **Normal Speed:** Turian speed is 30 feet.
- **Disciplined:** Turians are extremely disciplined, gaining a +1 bonus on Will saves.
- **Master Militarists:** The turian's military training and affinity provide them with a +2 bonus on Heavy Weapon, Knowledge (tactics) and Piloting skill checks. If you are using the Morale variant rule, turians gain a +5 bonus on all Morale checks.
- **Radiation Resistance:** Turians gain +4 bonus vs radiation effects.
- **Random height:** male 5′ 9″ + 2d6; female 5′ 8″ + 2d6
- **Random weight:** male 125 lb + (result of 2d6 from height) × 2d4; female 82 lb + (result of 2d6 from height) × 2d4.

Volus

The volus are an associate race on the Citadel with their own embassy, but are also a client race of the turians. They hail from Irune, which possesses a high-pressure greenhouse atmosphere able to support an ammonia-based life forms. As a result, the volus must wear pressure suits and breathers when dealing with other species.



Because they are not physically adept compared to most species, volus mostly make their influence felt through trade and commerce, and they have a long history on the Citadel. However, they have never been invited to join the Council, which is a sore point for many volus individuals.

Biology: The volus homeworld Irune features an ammonia-based ecology and a gravitational field 1.5 times that of Earth, as well as a high-pressure atmosphere. This is reflected in the physiology of the volus themselves. The volus are unable to survive unprotected in an atmosphere more suitable to humans and other carbon-based lifeforms, and as such require protective suits capable of providing the proper atmosphere, as well as being pressurized to support the volus. Traditional nitrogen/oxygen air mixtures are poisonous to them, and in the low pressure atmospheres tolerable to most species, their flesh will actually split open.

History: The volus were the third race to post an embassy to the Citadel after the asari and salarians. The volus' mercantile prowess made them instrumental in developing a stable galactic economy. They authored the Unified Banking Act, which established the credit as the standard currency of interstellar trade, and they continue to monitor and balance the galactic economy even today. After first contact with the turians during the Krogan Rebellions in the first millennium CE, the volus petitioned for client status within the Turian Hierarchy.

Despite their important contributions to the Citadel and galactic society, they have never been offered a seat on the Council. This is a source of anger for some volus. Council races need to have provided some extraordinary service to the Citadel, such as the turians' military support during the Krogan Rebellions. Council races also need to provide fleets, resources, and economic aid in case of disaster, none of which the volus are capable of.

Culture: Volus culture is dominated by trade, whether it be of land, resources, or even other tribe members. The volus have a reputation as traders and merchants, and many, work as some of the best financial advisers in Citadel space. Due to the volus not being physically adept, they avoid violence, and can even seem overly-pacifistic and cowardly to others. Their inability to provide adequate soldiers for themselves and the Citadel is a primary reason for not yet being inducted into the Council.

Volus have two names but no family names. According to volus sensibilities, you cannot own a person, so using a family name would essentially be laying claim to their offspring. Possibly because of their tribal origins, volus tend to refer to members of other races by their source world rather than species name (i.e. "Earth-clan" instead of "human").

Government: The volus government is known as the Vol Protectorate. Rather than being a fully sovereign government in its own right, the Protectorate is a client state of the Turian Hierarchy. In return for falling under the protective umbrella of the turian military, the volus pay a tax to the Hierarchy, as well as deferring to the turians in all foreign policy matters and providing auxiliary troops to the turian armed forces. They still maintain an embassy on the Citadel, making them an associate species of the Council.

Military: The volus are not physically cut out for combat, be it a full-scale war or even a bar room scuffle. As such, they are highly dependent on the turians for defense, although the volus themselves do provide some auxiliary troops to the Hierarchy. The volus will support the turians in any war they might pursue, and the turians will do the same for the volus.

Possibly for this reason, volus weaponry tends to be utilitarian rather than high-grade. Some volus manufacturers specialise in cheaper, lower-grade copies of expensive turian equipment.

Volus prefer airpower in conflicts, counting on turians for ground support. They maintain several flotillas of heavy-bomber frigates capable of warfare in any atmosphere.

The volus have only produced one dreadnought, the Kwunu, named after the diplomat who negotiated their client-race status with the turians. The Kwunu is remarkably well-armed. Its broadside cannons and main gun are all Thanix Magnetic-Hydrodynamic Weapons. A turian general touring the Kwunu after its maiden voyage enthusiastically declared that the ship could "char a planet three times over". While its construction was funded entirely by the Elkoss Combine corporation, the dreadnought was jointly gifted to the Vol Protectorate and Turian Hierarchy upon completion.

Volus Names: Barla Von, Din Korlack, Doran, Han Olar, Jahleed, Pitne For, Dakni Kur, Niftu Cal

Classes: A volus character can be of any General Class or of the following Special Class: Volus Protector.

Volus Racial Traits

- **Physical characteristics:** A volus gains a +2 bonus to Intelligence, +2 to Wisdom, and -2 to Strength.
- **Small:** As Small creatures, Volus add +1 to their attack and their defense and +4 to their hide checks due to their size.
- **Slow Speed:** Volus speed is 20 feet.
- Low-light vision.
- **Shrewd Negotiator:** Volus add their Intelligence modifier as a bonus to their Charisma-based skills whenever money is involved. In addition they always treat Knowledge (business) as a class skill, even if their class does not have such skill as class skill, and gain a +2 racial bonus on it.
- **High Pressure Suit:** Whenever the volus is damaged by a critical hit, while not protected by Shields or Plating, his suit is ruptured causing it to decompress (multiple critical hits do not stack). The Volus must then make a Repair DC 15, spending 1 action in the process, as well as one Repair Kit. For each action (including the ones spent repairing the suit) the volus takes 1d6 damage from decompression, done directly to his HP. Other characters can repair the suit instead of the Volus, but they must make the same check, spend the actions normally, spend one Repair Kit, and must be adjacent to the volus.

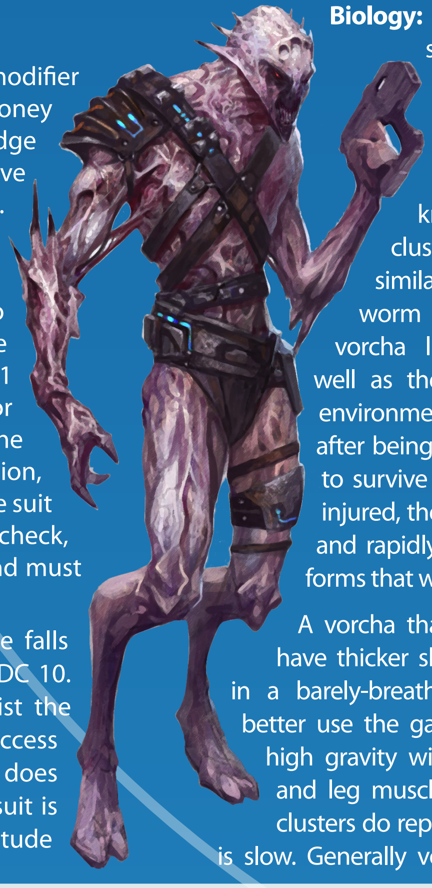
If this damage sends the Volus to 0 or lower HP, he falls unconscious and is forced to make a Fortitude save DC 10. Failure indicates the Volus did not managed to resist the continuous effects of decompression and dies. Success means he is able to resist the decompression and does not die that round. Each additional round while the suit is ruptured forces the Volus to make one new Fortitude save. The DC increases +1 for each round, and this increase is cumulative.

Although the suit weighs 15 lbs, the Volus have had thousands of years of getting used to move around in mechanized pressure suits so they ignore the effects of the suits weight, not counting it for carrying capacity purposes.

- **Small arms:** Due to their size, volus cannot use weapons designed for Medium or larger creatures. They can only use weapon designed for Small creatures.
- **Unimpressive:** Due to their reputation as being craven, other races tend to ignore volus in combat situations. Volus characters will be ignored by enemies until there are no other opponents or until the Volus actively participates in the combat (by using powers or attacking, but not from simply moving around), after which they start to perceive the Volus as a threat and will attack him as if it was any other normal opponent.
- **Random height:** male 3'9" + 2d4; female 3'7" + 2d4.
- **Random weight:** male 75 lb + (result of 2d4 from height); female 70 lb + (result of 2d4 from height).

Vorcha

Known for their unique biology and aggressive behavior, the vorcha are a primitive race that live among the galaxy's darker and more dangerous locations, such as Omega. Many vorcha are trained by the krogan Blood Pack as mercenaries due to their savage nature and adaptability to different environments. The rest of galactic civilization regards them as pests and scavengers, and their presence is generally seen as a blight.



Biology: The vorcha are the shortest-lived sapient species currently known, with an average lifespan of only 20 years. The vorcha are known for a rather unique biology that differentiates them from other known species: the vorcha have clusters of non-differentiated cells, similar to those found on the Planarian worm of Earth. These cells allow the vorcha limited regenerative abilities, as well as the ability to adapt quickly to its environment, such as developing thicker skin after being burned or increased musculature to survive in high gravity. When a vorcha is injured, these cells move to the affected area and rapidly (~1 week) mature to specialized forms that will alleviate the issue.

A vorcha that is cut or burned will adapt to have thicker skin. The lungs of a vorcha placed in a barely-breathable atmosphere will adapt to better use the gases there. A vorcha subjected to high gravity will quickly develop stronger heart and leg muscles. Non-differentiated vorcha cell clusters do replenish themselves, but the process is slow. Generally vorcha can only adapt to a single environment within their brief lives. This adaptability and rapid regeneration also allow them to heal rapidly, and even regrow lost limbs over a period of months.

However, as a consequence of this, the vorcha as a species no longer evolve as other races do. The vorcha equivalent of DNA has remained unchanged for millions of years. There is no need for them to evolve as a species when they can adapt as individuals.

History: The vorcha originate from a small, hostile, overcrowded planet which has been largely stripped of natural resources by successive generations of this fast-breeding, savage species. The lack of resources has resulted in a tight-knit, clan based society in which rival clans wage constant war against one another for control of scarce resources. Even as their population grows, the vorcha constantly fight each other in fierce competition over basic necessities. This incessant warfare has made each generation of vorcha stronger and more aggressive than that which preceded it. However, their continual lack of resources have kept vorcha society extremely primitive.

Culture: Vorcha society is built around combat. In fact, the vorcha use combat as their default form of communication resulting in their communications being primarily non-verbal. The vorcha are a clan based people who prefer living in communal environments with others of their species to living alone or in the company of alien races. When a clan population grows too large, younger members will depart to start a new clan elsewhere. The vorcha are extremely aggressive, both against rivals of their own species and against any alien who stands in their way. Vorcha who have managed to escape their homeworld have a tendency to occupy uninhabited areas of space stations or larger spaceships.

The vorcha are not themselves a space-faring race, although many have found their way off-world as stowaways on ships visiting their homeworld. The vorcha who escaped their hostile homeworld did so by hiding on the ships of space faring races that had the misfortune of visiting their planet. Their adaptability and resilience allows them to flourish in the dark and dirty corners of the places they end up.

Seeing the potential of the vorcha's individual adaptability, krogan Blood Pack mercenaries often sweep pockets of vorcha, gathering them up and literally beating them into soldiers. Vorcha "trained" by this ordeal are stronger, faster, smarter, and more resilient than other members of the race. Gaining even a few vorcha gives a mercenary band a formidable advantage; each additional vorcha magnifies the gang's combat ferocity exponentially.

Vorcha Names: Narl, Kreete

Classes: A vorcha character can be of any General Class or of the following Special Class: Vorcha Hunter.

Vorcha Racial Traits

- **Physical characteristics:** A vorcha gains a +2 bonus Dexterity and Constitution and takes a -2 penalty to Charisma and Wisdom and a -4 penalty to Intelligence.
- **Medium:** As Medium creatures, vorcha have no special bonuses or penalties due to their size.
- **Normal Speed:** Vorcha speed is 30 feet.
- **Nighvision:** Vorcha characters possess nighvision up to 30 ft.
- **Natural Immunities:** Vorcha are immune to any disease.
- **Physical Adaptability:** Due to the vorcha's special biology, they are able to adapt themselves to the environment they grew up in, effectively gaining different bonuses and penalties, becoming different individuals depending on the environments they live in. These bonuses can only be gained by a vorcha that has spent over 2 years living in the same place. Vorcha characters are not forced to take these bonuses and penalties, they are optional but can greatly change the character. See the table below.
- **Resistant to Damage:** Vorcha are naturally resistant to damage so they do not suffer from the penalty from wearing no armors (see Equipment chapter). In addition, when wearing no armor, they gain DR 1.

Environment	Bonuses gained
Slums of a station/city	+5 bonus on Search checks, -1 penalty on Charisma-based skills except Intimidate
Low-gravity environment of 0.8 G or less	+2 bonus to Dexterity, -2 penalty to Strength
High-gravity environment of 1.2 G or higher	+2 bonus to Strength, -2 penalty to Dexterity
Toxic environment	Immunity to poisons, -2 penalty to Spot and Search checks.
Hot environment (average temperatures higher than 50° C)	+2 bonus on saves against hot temperature environment effects and hazards and fire-based powers like *Incinerate* or *Incendiary Ammo*. Take 1 less point of damage from fire-based damage sources (like *Incendiary Ammo*). Opposite effect against cold-based effects, hazards, powers.
Cold environment (average temperatures below 5° C)	+2 bonus on saves against cold temperature environment effects and hazards and cold-based powers like *Cryo Blast* or *Cryo Ammo*. Take 1 less point of damage from fire-based damage sources (like *Cryo Ammo*). Opposite effect against fire-based effects, hazards, powers.
High-radiation environment	+4 bonus on saves vs. radiation effects. Reduce amount healed to the vorcha, by the use of First-Aid, by 5.
Well educated and/or culturally rich environment	+2 bonus to Intelligence, +2 bonus to Charisma, -2 penalty to Constitution, -2 penalty to Dexterity
Violent clan or gang	Increase DR when using no armor by 1, can use enrage one extra time per encounter, -2 penalty to Charisma

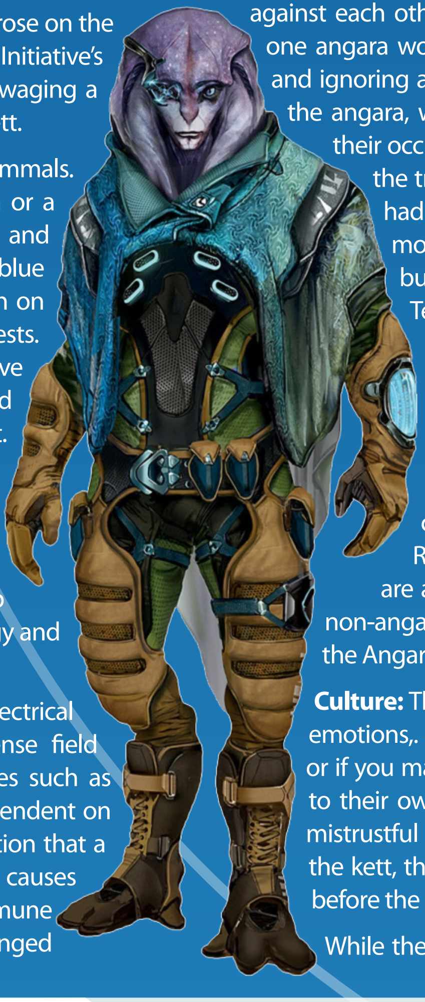
- **Enhanced Regeneration:** A vorcha has a regeneration rate of 1. This regeneration also allows them to regenerate organs in a rate of 1 organ per week and regenerate limbs and broken bones in a half of the normal time.
- **Enrage:** Once per encounter, a vorcha can enter in an enraged state with 1 action. When he does so, his base regeneration increases to a number equal to Constitution modifier and gains Plating equal to 1/2 vorcha level + Constitution score (not modifier). This enraged state lasts until the end of the encounter but can only be used after the Vorcha has taken damage to his HP.
- **Naturally Stealthy:** Vorcha characters are specialists in hiding away from other characters, especially when those are more powerful than the vorcha. It was thanks to this affinity to hiding that vorcha manage to get just about anywhere undetected. They gain a +5 bonus on all Move Silently and Hide checks.
- **Random height:** male 5'4" + 2d4; female 5'2" + 2d4
- **Random weight:** male 110 lb + (result of 2d4 from height) × 2d4; female 95 lb + (result of 2d4 from height) × 2d4.

Angara

The angara are the only known sapient race native to the Heleus Cluster of the Andromeda galaxy, and arose on the planet Havarl. By the time of the Andromeda Initiative's first contact with them, the angara had been waging a decades-long resistance against the invading kett.

Biology: The angara are warm-blooded mammals. They have a similar leg structure to a quarian or a salarian, along with relatively broad shoulders and narrow waists. They have two black eyes with blue irises, a single pair of nostrils, and folds of flesh on the sides of their heads that extend to their chests. Angara hands have the bone structure for five fingers, but the final three fingers on each hand are densely webbed together into a single digit. Angara are sexually dimorphic: male angara are taller than females, and females have wider hips and rounder faces. Skin colors feature various shades of blue or mauve, sometimes shading into green or tan. Their blood is deep blue in color. They have different internal biology and taste buds to humans and other species.

Although all organisms produce a natural bioelectrical field, the angara produce an especially intense field and can exert fine control over it for purposes such as communication. Angara physiology is also dependent on sunlight, specifically the electromagnetic radiation that a sun emanates. Lack of real or artificial sunlight causes them to "go dark", which weakens their immune systems and bio-energy significantly. Prolonged lack of sunlight can lead to a coma and then death. To supplement their sunlight intake or provide a light source when natural light is not readily available, the angara make use of powerful ultraviolet lamps that give them both heat and light. The angara also seem to be resistant to cold.



History: The angara are creations of the Jardaan, an advanced alien race native to Heleus that were also responsible for creating the Remnant machines. The Jardaan designed the first angarans centuries ago and seeded them on several planets within the Heleus Cluster. The reasoning behind the creation of the angara is unknown.

According to the angara, they were once a highly advanced species that originated on Havarl and spread to many worlds in the Heleus Cluster. An ancient site on Havarl known as the Forge holds the oldest pre-Scourge ruins known to the angara, and is regarded as the birthplace of their civilization. The appearance of the Scourge ruined the angara's worlds and sent their civilization into a pre-industrial dark age that lasted a century. The angara of five worlds, including Havarl and Voeld, eventually rediscovered spaceflight and reestablished communication with each other, finding that the centuries of isolation had created divergent cultures. The angara began to expand again, colonizing Kadara and Aya, and efforts were made to establish a new unified government for their species.

The kett invasion of the Heleus Cluster in 2744 disrupted the rebuilding of angaran civilization. No angaran records of first contact with the kett survive, and so the exact circumstances of how the angara were overwhelmed are muddled. The few details of the early years of the invasion indicate that the kett played the angara against each other, making overtures of peace and trade to one angara world, assassinating the leadership of another, and ignoring a third. This led a period of infighting among the angara, which the kett took advantage of to solidify their occupation. By the time the angara realized who the true enemy was, their military and space fleet had been destroyed. Multiple angaran resistance movements were established to battle the kett, but saw little success until 2814, when Evfra de Tershaav reorganized them into the Angaran Resistance, headquartered on Aya.

The arrival of the Andromeda Initiative, although welcomed by the Angaran Resistance, has provoked a faction of angara called the Roekaar. Founded by the charismatic Akksul out of resentment for the Resistance and hatred for the kett, the Roekaar are a xenophobic paramilitary force hostile to all non-angara. The Roekaar are officially disavowed by the Angaran Resistance.

Culture: The angara as a people are very free with their emotions,. If they love you they hug you, if they hate you or if you make them mad, they punch you; this extends to their own family members. The angara are typically mistrustful of other races, which is understandable since the kett, the only sentient race they made contact with before the Andromeda Initiative, proved to be hostile.

While they have only one true mother and father, the angara share their parents with the community. Their families are very large, consisting of multiple mothers and many siblings and cousins.

Religion: While the angara have many different religions, all share the same basic tenet: that when an angaran dies, he or she is reincarnated and the reincarnated soul stays in the family, making their lineage stronger.

Language: Although the angara have between 200 and 300 languages, their most common language is Shelesh, a lingua franca developed in the early days of angaran spaceflight before the Scourge. Shelesh faded into obscurity when angaran civilization collapsed, but has recently been revived as separated angaran settlements have reestablished relations.

Angara Names: Akksul, Anjik Do Xeel, Avela Kjar, Evfra de Tershaav, Jaal Ama Darav, Sjefa, Paaran Shie, Taavos

Classes: An angara character can be of any General Class with the exception of classes with biotic powers. The angara can also be of the following Special Class: Angara Resistance Fighter.

Andromeda Galaxy only: Angara can only be used in campaigns set in the Andromeda Galaxy.

Angara Racial Traits

- **Physical characteristics:** An angara gains a +2 bonus to Charisma, due to their very social nature, and a +1 bonus to Constitution thanks to their ability to adapt to several aggressive environments.
- **Medium:** As Medium creatures, angara have no special bonuses or penalties due to their size.
- **Normal Speed:** Angara speed is 30 feet.
- **Environmental Adaptability:** An angara reduces any Cold or Heat environmental hazard by 1 level.
- **Enhanced Bioelectric Field:** Angara can produce a strong bioelectric field, which they can use to power small mechanisms. Some can even use it to empower their armors and create shields. 1/encounter, they can regain a number of Shield HP equal to their Charisma score (not modifier) or they can regain Tech points equal to Charisma score (not modifier) (using one option prevents the angara to use the other for the rest of the encounter). This requires only 1 Free Action.
- **Photosynthesis:** Angara acquire energy from being bathed by sunlight. Spending too much time without it causes them to 'go dark', applying a cumulative 1 point of Constitution damage for every 6 hours spent without sunlight. (the first 6 hours deal 1 point of damage, the following 6 deals 2, and so on). The night time on planets that receive sunlight reflected from moons or other planets carries no penalties. On ships, however, or on planets where the sunlight is extremely dim (such as those too far away from the star or those with a thick atmosphere blocking out the sunrays, the penalty applies. An angara that takes damage from this feature loses the ability to use its enhanced bioelectric field.
- **Lack of biotics:** Angara lack biotic powers and the race never knew of such powers before the Andromeda Initiative made contact with them. As such, they can never gain biotic powers and biotic points or be of a class that provides access to biotic powers.
- **Random height:** male 5′ + 2d10; female 4′8″ + 2d10
- **Random weight:** male 200 lb + (result of 2d10 from height) × 2d4; female 180 lb + (result of 2d10 from height) × 2d4.

Vital Statistics

This section offers advice on how to determine vital statistics for your character, such as age, weight and height. Start with some idea of your character's background and personality, and use that to help you add the details. Note that you aren't forced to follow the rules presented in this section, but if you wish to avoid them, talk with your GM first.

Name and Gender

Invent or choose a name that fits your character's race and class. The Races chapter contains some examples of several race's names. A name is a great way for you to start thinking about your character's background. For instance, a krogan's name might be the name of a krogan warlord, and your character may be striving to live up to his name.

As for gender, your character can be either male or female.

Age

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see the table below). Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on that table. For example, a drell Infiltrator must be at least 15 years old (adulthood age 13 plus 2, because the entry for a drell infiltrator is +2d4). Alternatively, refer to the table below and roll dice to determine how old your character is. A drell infiltrator randomly generated starting age, for example, is 13+2d4 years.

With age, a character's physical ability scores decrease and his or her mental ability scores increase. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way. For example, when a human reaches 40 years of age, his Strength, Dexterity, and Constitution scores each drop 1 point, while his Intelligence, Wisdom, and Charisma scores each increase by 1 point. When he becomes 80 years old, his physical abilities all drop an additional 2 points, while his mental ability scores increase by 1 again. So far he has lost a total of 3 points from his Strength, Constitution, and

Race	Adulthood	Batarian Brawler, Elcor Living Tank, Human Frontier Explorer, Krogan Battlemaster, Soldier, Turian Agent, Vanguard, Vorcha Hunter	Asari Adept, Asari Huntress, Drell Assassin, Engineer, Infiltrator, Quarian Machinist, Sentinel	Adept, Asari Scientist, Salarian Scientist, Volus Protector
Asari	80 years	+2d8	+3d8	+7d6
Batarian	15 years	+1d6	+2d6	+3d6
Drell	13 years	+1d4	+2d4	+3d4
Elcor	20 years	+3d6	+5d6	+7d6
Human	16 years	+1d6	+2d6	+3d6
Krogan	100 years	+2d8	+4d8	+6d8
Quarian	14 years	+1d4	+2d4	N/A
Salarian	10 years	+1d2	+1d3	+2d3
Turian	16 years	+1d8	+2d8	+2d10
Volus	14 years	+1d4	+2d4	+3d4
Vorcha	3 years	+1d2	+1d3	+1d4
Angara	15 years	+1d4	+2d4	N/A
Race	**Middle Age[1]**	**Old[2]**	**Venerable[3]**	**Maximum Age**
Asari[4]	350	700	–	+3d% years
Batarian	40	80	100	+5d10 years
Drell	30	50	65	+3d10 years
Elcor	40	100	150	+1d% years
Human	40	80	100	+5d10 years
Krogan	400	750	920	+3d% years
Quarian	35	65	85	+2d20 years
Salarian	18	28	38	+2d10 years
Turian	40	80	100	+5d10 years
Volus	28	46	60	+3d8 years
Vorcha	10	14	18	+1d4 years
Angara	35	65	90	+3d10 years

At middle age: –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha

At old age: –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

At venerable age: –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Asari have different stages: Adulthood equals the Maiden stage, Middle Age the Matron stage and the Old Age the Matriarch stage. They possess no stage for a Venerable Age equivalent thus they suffer no penalties and gain no bonuses from such age.

Dexterity scores and gained a total of 2 points to his Wisdom, Intelligence, and Charisma scores because of the effects of aging.

When a character reaches venerable age, the GM secretly rolls his or her maximum age, which is the number from the Venerable column on the next table, plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year, as determined by the GM.

Height and Weight

Choose your character's height and weight from the ranges mentioned in the appropriate race description (see Races chapter). Think about what your character's abilities might say about his or her height and weight. A weak but agile character, she may be thin. A strong and tough character, she may be tall or just heavy.

Alternatively, roll randomly for your character's height and weight as given in the Random Weight and Random Height on each race's Racial Traits. The dice roll given in the Height Modifier determines the character's extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier determines the character's extra weight beyond the base weight. For example, Charn Had'dah (a male batarian) has a height of 4 feet 10 inches plus 2d10 inches. Charn rolls 2d10 and gets a result of 8, so Charn stands 5 feet 6 inches tall. Then he uses that same roll, 8, and multiplies it by 2d4 pounds. His 2d4 roll is 7, so Charn weighs an extra 56 pounds (8 × 7) on top of his base 125 pounds, for a total of 181 pounds.

Looks

Decide what your character looks like using the descriptions of the various races in the Races chapter as a starting point. Characters with high Charisma scores tend to be better-looking than those with low Charisma scores, though a character with high Charisma could have strange looks, giving him or her a sort of exotic beauty.

Your character can be right or left-handed.

You can use your character's looks to tell something about his or her personality and background.

Personality

Decide how your character acts, what she likes, what she wants out of life, what scares her and what makes her angry. Race and alignment are good places to start when thinking about your character's personality, but they are bad places to stop.

A handy trick for making an interesting personality for your character is including some sort of conflict in her nature. For example, Charon may act according to a Paragon behavior, but he's a little greedy, too. He may be tempted to steal if he can justify it to himself.

Your character's personality can change over time. Just because you decide some basic facts about your character's personality upon creation doesn't mean you need to abide by those facts as if they were holy writ. Let your character grow and evolve the way real people do.

Background

Decide what your character's life has been like up until now. Your character's background should reflect your choices during the character creation process, such as the selection of skills, feats, class, race, etc. Here are a few questions to get you thinking:

- In which planet was your character born?
- If not in a planet, in which space-station or ship?
- Did your character had any friends while growing up?
- How did he decide to live his current life?
- How did she acquire her class? A soldier, for example, might have been in the militia, or he may have trained in a military school.
- How did he get his starting equipment? Did he assemble it piece by piece over time? Do any of his personal items have special significance to him?
- What's the worst thing that's ever happened to him?
- What's the best thing that's ever happened to him?
- Does your character have any relatives?
- Are your character's parents still alive?
- What jobs to they hold?
- Does he stay in contact with his family? What do his relatives think of him?
- How was your character's childhood?
- Did he ever lose anyone dear to him?
- If your character has a ship, how did he acquire it?

Character Morality

In a varied galaxy, and in the midst of both terrible and amazing events, the concepts of "good and evil" have lost most of the importance they once held. People became more focused on the present and how to succeed and less in such abstract concepts. But that doesn't mean that morality lost its importance. Although there is no written code of laws that imposes behavior and morality into all, there is a sense of a code of conduct that many respect and break on occasion, which is a major factor to ensure peace and acceptance within Citadel Space. Thus, a character's morality is measured by Paragon and Renegade points, with Paragon representing a character's tendency to respect that code of conduct and Renegade representing a character's affinity to ignore that code.

- That code of conduct is similar to the one applied in Earth:
- Don't disrespect your superiors.
- Don't mistreat those below you.
- Don't act, or assault, an innocent or defenseless person.
- Don't use force when diplomacy may wield the same, or better, results.
- Treat others with compassion.
- Don't tell big lies.
- Don't be ruthless.
- Don't be extremely selfish.
- Obey the law.
- Punish the wicked but only when handling them to the authorities is not possible.
- Be merciful whenever possible.
- Respect all.
- Etc.

Paragon and Renegade points are awarded in important, critical or too trivial situations, where the character's behavior is likely to have a higher impact both on himself and on others. It is hard to determine how many points should be awarded at every time but that should always depend with the severity of the character's behavior (but usually never than +5 points for each situation). For example, a character beating down a prisoner to extract information may gain +1 or +2 points in Renegade but if that character were to insult the Citadel Council, in their faces, and make a scene in the Citadel Tower, he would likely gain +5 Renegade points.

Another good way to determine how many Paragon or Renegade points a character gains, without having that determined by the GM, is to have characters roll a dice to determine that number. It would be up to the GM to determine which dice they should roll, but here are a few examples:

- Helping an injured soldier with Medi-Gel: 1d3 Paragon points.
- Helping a dying civilian with Medi-Gel: 1d4 Paragon points.
- Be willing to face a situation, with odds against you, to purposely save someone important, or save several people: 1d6 Paragon points.
- Selflessly help someone, by spending some of your own resources: 1d3 Paragon points.
- Act based on racism: 1d3 Renegade points.
- Kill based on racism: 1d6 Renegade points.
- Kill or torture a prisoner: 1d4 Renegade points.
- Kill or torture a civilian: 1d6 Renegade points.
- Sacrifice someone important, or several people, just to benefit yourself: 1d8 Renegade points.

Paragon and Renegade points are tracked on different scales. A good action will not make up for an evil one; therefore, being nice occasionally will not stop people from fearing a killer or remove the reputation of an unsympathetic heel, but nor will the occasional brutal action significantly damage the reputation of an otherwise upstanding soldier.

This code of conduct exists separately from the law. Sometimes the law may require a Paragon behavior character to act in a Renegade way. This is to say that while being mindful of your character's morality is important, it is no less important to be mindful of the laws, especially the Citadel Laws. Don't think that just because you extracted vital information from a prisoner, through torture, that you won't be condemned for using such violent method (unless you have some form of special clearance to perform such interrogations).

Please note it is true that this code of conduct is applicable to Citadel Law but not everyone sees it the same way. For example, krogans, although under Citadel Law, respect more those that use brute force to solve their problems instead of diplomacy. And outside Citadel Space, for example the Terminus Systems, a Renegade-type character is likely to be more respected.

There is a maximum number of 125 points a character can gain in either scale, Paragon or Renegade.

Additionally, characters start the campaign with a number of points, to be divided as they desire between both scales, that depends on their age category:

- If they are in Adulthood, they start with 20 points;
- If they are in Middle Age, they start with 40 points;
- If they are in Old age they start with 60 points;
- If they are in Venerable age they start with 80 points.

Classes

A character's class is one of a character's most defining features. It is the source of most abilities, skills, and feats, and these help give characters a unique and valuable role in any group, as well as in the universe.

Classes depend on the race a player chose for her character. Some races cannot use biotics so they cannot take levels in classes that provide biotic powers. Other races might provide a different training to certain classes.

Character Advancement

As player characters successfully overcome the challenges set before them, they gain valuable experience that ultimately leads to greater powers and abilities. This progression is represented by a simple experience system that rewards characters for facing challenges, defeating enemies, disarming traps, and accomplishing story goals. As experience points accumulate, characters advance in level, gaining new abilities, feats, skills, and other class-related powers. The rate of this advancement depends on the type of game that you and your GM would like to play. Some prefer a fast-paced game, where characters gain levels every few sessions, while others prefer a game where advancement occurs less frequently. In the end, it is up to your group to decide what rate fits best.

Class And Level Bonuses

Each class provides certain bonuses that are applied to many rolls as modifiers and that grant additional abilities. These level bonuses are the following:

Base Save Bonus: Each class provides a Base Save Bonus to saving throws, which can be seen under the columns Fort, Ref and Will. The columns represent a base save bonus to Fortitude saving throws, Reflex saving throws and Will saving throws, respectively, and those bonuses are added to a saving throw roll. If the Base Save Bonus ends, at 20th level, with a +6 bonus, it is considered a "poor" base save progression otherwise it is considered a "good" base save progression.

Base Attack Bonus (BAB): Each class provides bonuses to attack rolls, which is known as Base Attack Bonus. This bonus is added normally to attack rolls. Base Attack Bonus that end up, at level 20th, with a +20 bonus are considered "good" BAB progression, while the progression that provides a BAB of +15 at 20th level is considered "average" and the one that ends with just +10 at 20th level is considered "poor".

Hit Dice (HD): This represents the type of die, provided by every class, to determine the number of Hit Points gained with each new level. A character rolls one Hit Dice each time he or she gains a new level, then applies any Constitution modifier to the roll, and adds the result to his or her hit point total. Thus, a character has the same number of Hit Dice as levels. For his or her first Hit Dice, a 1st level character gets the maximum hit points rather than rolling (Constitution modifiers, positive or negative, still apply). The minimum hit points a character gains with each level is 1, even if the character had a negative Con modifier that would reduce that number to 0 or below.

Changes in the Constitution modifier will affect the number of hit points gained with each level attained henceforth and will also work retroactively, changing the number of hit points gained with the Constitution modifier at each previous level.

Biotic points: Classes with the ability to use biotic powers provide that which is called by Biotic Points. Each biotic power costs a certain amount of biotic points to use and if there are no more points available no biotic powers can be used.

Tech points: Classes with the ability to use tech powers provide that which is called by Tech Points. Each tech power costs a certain amount of tech points to use and if there are no more points available no tech powers can be used.

Special and other class benefits: Each Class Progression table provides a column of special abilities unique to each class.

Some classes provide other level bonuses in the form of columns but are later described in the class' description. Refer to each class' description for more information.

Weapon, Armor and Ammo Proficiency: Whenever a character gains the 1st level of a given class, he also gains a number of proficiencies with armor and weapons, representing the train he had with such equipment up to the point he entered the class. Regardless of training, cumbersome armor interferes with certain skills (such as Climb). See Skills and Equipment chapters to learn more about armor penalties to. Characters can become proficient with other weapon or armor types by acquiring the appropriate Armor Proficiency (light, medium, heavy) and Weapon Proficiency (pistols, sub-machingun, shotgun, assault rifle, sniper rifle) feats. See Feats chapter to learn more about this.

Level Dependant Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in level, as indicated on the following table. Those benefits are:

XP: This column on the table below shows the experience point total needed to attain a given character level – that is, the total of all the character's level in classes. (A character's level in a class is called his or her class level.) For any character (including a multiclass one), XP determines overall character level, not individual class levels.

Character Level	XP	Skills Max Ranks	Feats	Ability Score Increases	Unique Specializations
1st	0	4	1st and 2nd		
2nd	1000	5			
3rd	3000	6	3rd	1st	
4th	6000	7			1st
5th	10000	8	4th		
6th	16000	9		2nd	
7th	24000	10	5th		
8th	36000	11			2nd
9th	52000	12	6th	3rd	
10th	76000	13			
11th	110000	14	7th		
12th	160000	15		4th	3rd
13th	220000	16	8th		
14th	320000	17			
15th	440000	18	9th	5th	
16th	640000	19			4th
17th	890000	20	10th		
18th	1300000	21		6th	
19th	1800000	22	11th		
20th	2600000	23		7th	5th

Class Skill Max Ranks: The maximum number of ranks a character can have in a class skill is equal to his or her character level + 3. A class skill is a skill frequently associated with a particular class. Class skills are given in each class description in this chapter. A class skill rank is bought with one skill point. Each class description presents a list of Class Skills and the number of skill points each level of the class provide. Also, see the Skills chapter for more information.

Cross-Class Skill Max Ranks: For cross-class skills (skills not associated with a character's class), the maximum number of ranks a character can have is one-half the maximum number for a class skill. Cross-Class Skill ranks are bought with 2 skill points. The player can choose to spend only 1 skill point, thus gaining 1/2 ranks. These 1/2 ranks don't improve skill checks, they merely indicate the character is training to improve that skill, and thus he is allowed to make checks of such skill if those checks would require training. All skills not presented in the Class Skill list, found in every class description, are considered cross-class skills.

Feats: Every character gains two feats at 1st level and at every two levels (3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th and 19th level). See Feats chapter for more information about feats.

Ability Increases: Upon attaining levels 3rd,6th, 9th, 12th, 15th, 18th and 20th, a character increases one of his or her ability scores by 1 point, as it was stated in the Ability Scores chapter. The player chooses which ability score to improve. The ability improvement is permanent.

Unique Specializations: This type of specialization is what makes each character different from those of its class. Unique Specializations are gained at specific levels (4th, 8th, 12th, 16th and 20th), regardless of class, and when gained the character can select one of the following benefits:

- Unique Specializations allow a character to gain one rank in a Combat, Tech or Biotic power to which he meets the prerequisites, with exception of class or race prerequisites which the character doesn't need to meet. The character gains the rank in that power regardless of whether his class grants him specializations to advance in that power or not. However, Unique Specializations do not provide tech or biotic points.
- If the character uses a Unique Specialization to gain the rank 1 of a power he hadn't possessed yet, that power becomes "unique" for him and he can now use any specialization provided by his class to gain ranks in that power (regardless of the type of power, Biotic/Tech/Combat and the type of specialization the class provides). He must still meet the prerequisites in order to gain the rank.
- Unique Specializations can also be used to gain a feat to which the character meets the prerequisites.

Specializations: Classes grant specializations in different things. While a Soldier gains specializations in Combat powers, an Adept gains specializations with Biotic powers. These specializations are gained at certain levels meaning that when a character reaches that level, he can advance one rank in the specialization of a power. The same applies for ammo, although additional ranks in an ammo specializations can only be gained by spending Tech, Biotic or Combat specializations to increase ranks in Ammo powers (see Ammo powers).

- Starting level 4th, and every four levels thereafter, the character also gains one Unique Specialization.

Experience And Levels

Experience points (XP) measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating opponents, finishing quests and for any other reasons the GM sees justifiable to grant XP to the characters. Characters accumulate XP from one adventure to another. When a character earns enough XP, he or she attains a new character level. See the beginning of this chapter to learn the quantity of XP necessary to attain each character level.

Advancing a Level: When your character's XP total reaches at least the minimum XP needed for a new character level, he or she "goes up a level". Going up a level provides the character with several immediate benefits (see below).

Training and Practice: It stands to reason that a character would have to spend some time, between adventures, to practice his skills and train in order to become able to perform the abilities he will gain with each level increase. Realistically speaking, it would be impossible for a character to gain a certain benefit, such as a feat, with future levels if he does not spend time training for that benefit. In order to make the game easier and faster, this "training time" required to learn and gain a benefit isn't considered and not required to gain levels. Some GMs, however, may impose this "training time" and force characters to take breaks between adventures and quests.

Level Advancement

Each character class description includes a table that shows how the class features and statistics increase as a member of that class advances in level. When your character attains a new level, make these changes.

1. Base Attack Bonus: The table presents the total BAB for a given level, it is not added to previous values.

2. Base Save Bonuses: The table presents the total Base Save for a given level, it is not added to previous values.

3. Ability Score: If your character has just attained 3rd, 6th, 9th, 12th, 15th, 18th or 20th character level, choose one of his or her ability scores and raise it by 1 point, as it was stated at the Abilities chapter.

4. Hit Points: Roll a Hit Dice, add your character's Constitution modifier, and add the total roll to his or her hit points. Even if the character has a Constitution penalty and the roll was so low as to yield a result of 0 or fewer hit points, always add at least 1 hip point upon gaining a new level. Remember that changes to the Constitution modifier work retroactively when determining hit points gained with each level due to Constitution.

5. Skill Points: Each character gains skill points to spend on skills as detailed in the appropriate class description. Your character's Intelligence modifier affects the number of skill points he or she gets at each level. This rule represents an intelligent character's ability to learn faster over time. Use your character's current base Intelligence score, including all permanent changes (such as inherent bonuses, ability loss, or an Intelligence increase gained at step 3, above) but not any temporary changes (such as ability damage, or bonuses gained from powers or items), to determine the number of skill points you gain.

6. Feats: Upon attaining 3rd level and at every two level thereafter (5th, 7th, 9th, 11th, etc.), the character gains one feat of your choice. The character must meet any prerequisites for that feat in order to select it.

7. Specializations: Classes grant specializations in different things. While a Soldier gains specializations in Combat powers, an Adept gains specializations with Biotic powers. These specializations are gained at certain levels meaning that when a character reaches that level, he can advance one rank in the specialization of a power. The same applies for ammo, although additional ranks in an ammo specializations can only be gained by spending Tech, Biotic or Combat specializations to increase ranks in Ammo powers (see Ammo powers).

8. Class Features: Check your character's class description in this chapter for any new capabilities your character may receive. Many characters gain special attacks or new special powers as they advance in levels.

Class Descriptions

Each class and their descriptions are presented within the following pages.

ADEPT

The Adept is the ultimate biotic, able to affect the physical world with the power of the mind. Adepts are durable and powerful manipulators of mass effect fields; they can use biotics to violently manipulate objects in the environment, including nearby enemy targets. This grants them enormous advantages in combat and allows them to perform tactics and movements that would otherwise be impossible.

Adepts possesses nearly all biotic abilities, but can only equip light armor, and may only gain specialist training with pistols. They also possess no tech abilities.

An adept's training passes through the training of the mind and personality, so they have all knowledge and perform as class skills.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

GAME RULE INFORMATION

Adepts have the following game statistics.

Abilities: Adepts benefit from high Wisdom and Charisma scores, which improves their biotic abilities.

Hit Dice: d6

Adept Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+0	+2	+1	3× Biotic Specialization
2	+1	+0	+0	+3	+2	2× Biotic Specialization
3	+1	+1	+1	+3	+3	Biotic Specialization
4	+2	+1	+1	+4	+4	2× Biotic Specialization
5	+2	+1	+1	+4	+5	Biotic Specialization
6	+3	+2	+2	+5	+6	2× Biotic Specialization
7	+3	+2	+2	+5	+7	Biotic Specialization
8	+4	+2	+2	+6	+8	2× Biotic Specialization
9	+4	+3	+3	+6	+9	Biotic Specialization
10	+5	+3	+3	+7	+10	2× Biotic Specialization
11	+5	+3	+3	+7	+11	Biotic Specialization
12	+6	+4	+4	+8	+12	2× Biotic Specialization
13	+6	+4	+4	+8	+13	Biotic Specialization
14	+7	+4	+4	+9	+14	2× Biotic Specialization
15	+7	+5	+5	+9	+15	Biotic Specialization
16	+8	+5	+5	+10	+16	2× Biotic Specialization
17	+8	+5	+5	+10	+17	Biotic Specialization
18	+9	+6	+6	+11	+18	2× Biotic Specialization
19	+9	+6	+6	+11	+19	Biotic Specialization
20	+10	+6	+6	+12	+20	2× Biotic Specialization

CLASS SKILLS

The Adept class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Jump (Str), Knowledge (all, taken individually) (Int), Perform (all, taken individually) (Cha) and Research (Int).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Adept.

Weapon, Armor and Ammo Proficiency: An Adept is proficient with all pistols, submachine guns and light armor. She can also apply any ammo specialization increase to the following ammo types: warp ammo.

Biotic Points: The Adept's biotic points are equal to her Charisma modifier times Adept level (minimum of 1). She also gains additional biotic points as shown on the Adept Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Adept has a number of Biotic points as mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Adept can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Adept gains 3 specializations, for Biotic powers. Starting 2nd level and every two levels thereafter the Adept gains instead 2 specializations. At 3rd level and every two levels thereafter the Adept gains one specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Adept possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Adept possesses. One Biotic Specialization improves the current rank of an ammo Power the Adept possesses by 1. See Ammo powers for further details.

ENGINEER

The Engineer is a tech specialist, able to quickly and easily manipulate the environment with tech powers and repair/modify equipment.

Engineers possess nearly all tech abilities, but can only equip light armor and may only gain specialist training with pistols. They possess no biotic abilities. Tech skills focus on crippling and damaging the enemy. They are one of the few classes able to employ *Combat Drones* on the battlefield.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

GAME RULE INFORMATION

Engineers have the following game statistics.

Abilities: Engineers benefit from high Intelligence, which improves their tech abilities.

Hit Dice: d6

CLASS SKILLS

The Engineer class skills (and the key ability for each skill) are Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Hacking (Int), Investigate (Int), Knowledge (physics) (Int), Knowledge (technology) (Int), Listen (Wis), Medicine (Int), Piloting (Int), Repair (Int), Research (Int), Search (Int) and Spot (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the Engineer.

Weapon, Armor and Ammo Proficiency: An Engineer is proficient with all pistols, submachine guns and light armor. She can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Tech Points: The Engineer's tech points are equal to her Intelligence modifier times Engineer level (minimum of 1). She also gains additional tech points as shown on the Engineer Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Engineer has a number of Tech points as mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Engineer can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Engineer gains 3

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+0	+2	+1	3× Tech Specialization
2	+1	+0	+0	+3	+2	2× Tech Specialization
3	+1	+1	+1	+3	+3	Tech Specialization
4	+2	+1	+1	+4	+4	2× Tech Specialization
5	+2	+1	+1	+4	+5	Tech Specialization, Shield Boost
6	+3	+2	+2	+5	+6	2× Tech Specialization
7	+3	+2	+2	+5	+7	Tech Specialization
8	+4	+2	+2	+6	+8	2× Tech Specialization
9	+4	+3	+3	+6	+9	Tech Specialization
10	+5	+3	+3	+7	+10	2× Tech Specialization
11	+5	+3	+3	+7	+11	Tech Specialization
12	+6	+4	+4	+8	+12	2× Tech Specialization
13	+6	+4	+4	+8	+13	Tech Specialization
14	+7	+4	+4	+9	+14	2× Tech Specialization
15	+7	+5	+5	+9	+15	Tech Specialization, Improved Shield Boost
16	+8	+5	+5	+10	+16	2× Tech Specialization
17	+8	+5	+5	+10	+17	Tech Specialization
18	+9	+6	+6	+11	+18	2× Tech Specialization
19	+9	+6	+6	+11	+19	Tech Specialization
20	+10	+6	+6	+12	+20	2× Tech Specialization

Engineer Class Progression Table

specializations, for Tech powers. Starting 2nd level and every two levels thereafter the Engineer gains instead 2 specializations. At 3rd level and every two levels thereafter the Engineer gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Engineer possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

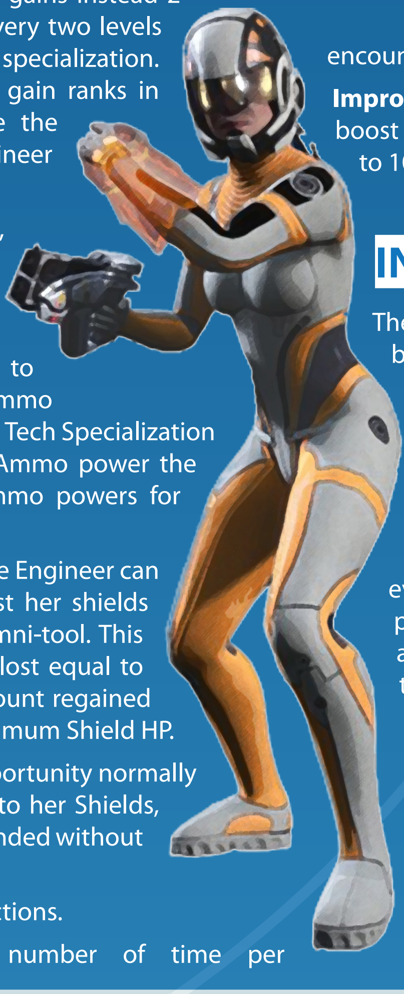
Tech Specializations can be used to improve the rank level of any Ammo power the Engineer possesses. One Tech Specialization improves the current rank of an Ammo power the Engineer possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 5th level, the Engineer can spend a full-round action to boost her shields by issuing commands from her omni-tool. This recovers an amount of Shield HP lost equal to 10 + 1 per Engineer level. The amount regained cannot exceed the character's maximum Shield HP.

This action provokes attacks of opportunity normally and should any damage be dealt to her Shields, Plating or her HP, the action is expended without effect.

This ability has a cooldown of 10 actions.

She can use this ability a number of time per encounter equal to her Wisdom modifier +1 (minimum of 1).



Improved Shield Boost: At 15th level the Engineer's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Engineer level.

INFILTRATOR

The Infiltrator is a tech-savvy warrior, able to win battles by quickly disabling and killing enemies. These soldiers focus on unlocking alternate routes, gaining access to good equipment, and obtaining an advantageous position over enemies in combat.

Infiltrators possess a mixture of combat and tech talents. They may gain specialist training with pistols and sniper rifles, begin with light armor (though they can eventually gain the ability to wear medium armor), and possess a variety of tech abilities that focus on disabling and crippling the enemy. Their greatest advantage is the *Tactical Cloak* tech power that combined with the time slow ability can make an Infiltrator the best sniper there is.

Starting Credits: 1230 + 5d4 × 30 (average 1590)

GAME RULE INFORMATION

Infiltrators have the following game statistics.

Abilities: Infiltrators benefit from high

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+2	+0	+0	2× Tech Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Tech Specialization, Combat Specialization, Time Slow
3	+2	+1	+3	+1	+1	Tech Specialization, Combat Specialization, Shield Boost
4	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Tech Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Tech Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Tech Specialization, Combat Specialization, Improved Time Slow
9	+6	+3	+6	+3	+4	Tech Specialization, Combat Specialization, Medium Armor Proficiency
10	+7	+3	+7	+3	+5	Tech Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Tech Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization Improved Shield Boost
13	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Tech Specialization, Combat Specialization, Greater Time Slow
15	+11	+5	+9	+5	+7	Tech Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Tech Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Tech Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Tech Specialization, Combat Specialization, Supreme Time Slow

Infiltrator Class Progression Table

Intelligence, which improves their tech abilities and a high Dexterity score which improves their stealth skills and their aim.

Hit Dice: d8

CLASS SKILLS

The Infiltrator class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Gamble (Cha), Hacking (Int), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Piloting (Int), Repair (Int), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Infiltrator.

Weapon, Armor and Ammo Proficiency: An Infiltrator is proficient with all pistols, submachine-guns, sniper rifles and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo and cryo ammo.

Tech Points: The Infiltrator's tech points are equal to his Intelligence modifier times Infiltrator level (minimum of 1). He also gains additional tech points as shown on the Infiltrator Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Infiltrator has a number of Tech points as mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Infiltrator can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level the Infiltrator gains 2 specializations, for Tech powers, and one for each level thereafter. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Infiltrator possesses.

He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Infiltrator possesses. One Tech Specialization improves the current rank of an Ammo power the Infiltrator possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Infiltrator gains 2 specializations, for Combat powers, and one for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Infiltrator possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Infiltrator possesses. One Combat Specialization improves the current rank of an Ammo power the Infiltrator possesses by 1. See Ammo powers for further details.

Time Slow: At 2nd level, whenever the Infiltrator uses the *Aiming* action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever the Infiltrator uses the *Aiming* action with a sniper rifle. It lasts 2 actions and provides him a +1 bonus to attack per 2 Infiltrator levels. In addition, while this ability lasts the Critical Threat Range of the sniper rifle the Infiltrator wields increases by 1.

Shield Boost: Starting 3rd level, the Infiltrator can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This recovers an amount of Shield HP lost equal to 10 + 1 per Infiltrator level. The amount regained cannot exceed the character's maximum Shield HP

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Improved Time Slow: At 8th level, the Infiltrator's time slow ability improves and now lasts 4 actions.

Medium Armor Proficiency: At 9th level, the Infiltrator gains proficiency with Medium Armors.

Improved Shield Boost: At 12th level the Infiltrator's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Infiltrator level.

Greater Time Slow: At 14th level, the Infiltrator's time slow ability improves. Now the Critical Threat Range increase is 2, instead of 1.

Supreme Time Slow: At 20th level, the Infiltrator's time slow ability reaches its mastery and lasts 6 actions instead of 4. Also, the critical multiplier of any sniper rifle is increased by 1 when this ability is active.

SENTINEL

Sentinels are unique, bringing both tech and biotic abilities to the battlefield. While they lack the focus of adepts and engineers, they are versatile and can handle any situation. Sentinels are equipped with the most advanced ablation armor system to keep themselves safe. This advanced shield causes the sentinel to be like a "Juggernaut" so to speak, making taking cover much less necessary, and rushing your enemies much more productive.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

GAME RULE INFORMATION

Sentinels have the following game statistics.

Abilities: Sentinels benefit from high Wisdom and Charisma scores, which improves their biotic abilities and from high Intelligence score, which improves their tech abilities.

Hit Dice: d6

CLASS SKILLS

The Sentinel class skills (and the key ability for each skill) are Biotics (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Knowledge (all, taken individually) (Int), Listen (Wis), Medicine (Int), Perform (all, taken individually) (Cha), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Sentinel.

Weapon, Armor and Ammo Proficiency: A Sentinel is proficient with all pistols and light armor. She can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Biotic Points: The Sentinel's biotic points are equal to her Charisma modifier times Sentinel level (minimum of 1). She also gains additional biotic points as shown on the Sentinel Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Sentinel has a number of Biotic points as mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

Biotic Specialization: At 1st level, the Sentinel gains 2 specializations, for Biotic powers. Starting 2nd level and every levels thereafter the Sentinel must choose to either gain one biotic specialization or one tech specialization. At 3rd level, and every three levels thereafter, the choice is different and the Sentinel must choose to either gain 2 biotic specializations and 1 tech specialization, or gain 2 tech specializations and 1 biotic specialization.

These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Sentinel possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Sentinel possesses. One Biotic Specialization improves the current rank of an Ammo power the Sentinel possesses by 1. See Ammo powers for further details.

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Tech Points	Special
1	+0	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Tech Specialization
2	+1	+0	+0	+3	+1	+1	Biotic Specialization/Tech Specialization
3	+1	+1	+1	+3	+1	+1	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
4	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
5	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
6	+3	+2	+2	+5	+2	+2	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
7	+3	+2	+2	+5	+3	+3	Biotic Specialization/Tech Specialization
8	+4	+2	+2	+6	+3	+3	Biotic Specialization/Tech Specialization
9	+4	+3	+3	+6	+3	+3	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
10	+5	+3	+3	+7	+3	+3	Biotic Specialization/Tech Specialization
11	+5	+3	+3	+7	+4	+4	Biotic Specialization/Tech Specialization
12	+6	+4	+4	+8	+4	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
13	+6	+4	+4	+8	+4	+4	Biotic Specialization/Tech Specialization
14	+7	+4	+4	+9	+4	+4	Biotic Specialization/Tech Specialization
15	+7	+5	+5	+9	+4	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
16	+8	+5	+5	+10	+5	+5	Biotic Specialization/Tech Specialization
17	+8	+5	+5	+10	+5	+5	Biotic Specialization/Tech Specialization
18	+9	+6	+6	+11	+5	+5	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
19	+9	+6	+6	+11	+5	+5	Biotic Specialization/Tech Specialization
20	+10	+6	+6	+12	+5	+5	Biotic Specialization/Tech Specialization

Sentinel Class Progression Table

The number of Biotic Specializations the Sentinel can have cannot exceed more than 3× the number of Tech Specializations

Tech Points: The Sentinel's tech points are equal to her Intelligence modifier times Sentinel level (minimum of 1). She also gains additional tech points as shown on the Sentinel Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Sentinel has a number of Tech points as mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

Tech Specialization: At 1st level, the Sentinel gains 2 specializations, for Tech powers. Starting 2nd level and every levels thereafter the Sentinel must choose to either gain one tech specialization or one biotic specialization. At 3rd level, and every three levels thereafter, the choice is different and the Sentinel must choose to either gain 2 tech specializations and 1 biotic specialization, or gain 2 biotic specializations and 1 tech specialization.

These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Sentinel possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Sentinel possesses. One Tech Specialization improves the current rank of an Ammo power the Sentinel possesses by 1. See Ammo powers for further details.

The number of Tech Specializations the Sentinel can have cannot exceed more than 3× the number of Biotic Specializations.

Biotic/Tech Point Recovery: By spending 2 actions, the Sentinel can recover a number of Biotic points equal to her Wisdom modifier and a number of Tech points equal to Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Only the sentinel class can do this, other classes that have access to both biotic and tech powers must recover points seperately.

SOLDIER

Soldiers are pure combat specialists. No one is tougher or more effective at taking down enemies with gunfire. Soldiers have the most thorough weapons training and can several diverse Ammo Powers. High-level operatives are outfitted with ocular synaptic processors that allow them to focus on targets with lethal accuracy.

Soldiers are the full spectrum warrior of the squad whose talents focus on improving durability and damage. They may specialize in any weapon they choose. Soldiers begin with medium armor proficiency and later gain heavy armor proficiency. Their major weaknesses are their complete lack of biotic and tech abilities, relying on squad mates to pick up the slack in those areas.

Starting Credits: 1300 + 5d4 × 20 (average 1540)

GAME RULE INFORMATION

Soldiers have the following game statistics.

Abilities: Soldiers benefit from high Constitution, which improves their hit points, and high Dexterity, which increases their accuracy. Strength is also vital since it allows the Soldier to wear heavy armor.

Hit Dice: d10

CLASS SKILLS

The Soldier class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Electronics (Int), First Aid (Wis), Heavy Weapons (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Repair (Int) Spot (Wis), Swim (Str)

Skill Points at 1st Level: (2 + Int modifier) × 4

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Soldier.

Weapon, Armor and Ammo Proficiency: A Soldier is proficient with all pistols, shotguns, assault rifles, sniper rifles, light armor and medium armor. He can also apply any ammo specialization increase to the following ammo types: disruptor, incendiary and cryo.

Combat Specialization: At 1st level, and every two levels thereafter, the Soldier gains 2 specializations, for Combat powers. At each other levels he gains only one specialization. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Soldier possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Soldier possesses. One Combat Specialization improves the current rank of an Ammo power the Soldier possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 2nd level, the Soldier can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This recovers an amount of Shield HP lost equal

Soldier Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	2× Combat Specialization
2	+2	+3	+0	+0	Combat Specialization, Shield Boost
3	+3	+3	+1	+1	2× Combat Specialization
4	+4	+4	+1	+1	Combat Specialization
5	+5	+4	+1	+1	2× Combat Specialization
6	+6	+5	+2	+2	Combat Specialization
7	+7	+5	+2	+2	2× Combat Specialization , Heavy Armor Proficiency
8	+8	+6	+2	+2	Combat Specialization, Improved Shield Boost
9	+9	+6	+3	+3	2× Combat Specialization
10	+10	+7	+3	+3	Combat Specialization
11	+11	+7	+3	+3	2× Combat Specialization
12	+12	+8	+4	+4	Combat Specialization
13	+13	+8	+4	+4	2× Combat Specialization
14	+14	+9	+4	+4	Combat Specialization
15	+15	+9	+5	+5	2× Combat Specialization
16	+16	+10	+5	+5	Combat Specialization, Master Shield Boost
17	+17	+10	+5	+5	2× Combat Specialization
18	+18	+11	+6	+6	Combat Specialization
19	+19	+11	+6	+6	2× Combat Specialization
20	+20	+12	+6	+6	Combat Specialization

to 10 + 1 per Soldier level. The amount regained cannot exceed the character's maximum Shield HP

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Heavy Armor Proficiency: At 7th level, the Soldier gains proficiency with Heavy Armors.

Improved Shield Boost: At 8th level the Soldier's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Soldier level.

Master Shield Boost: At 16th level the Soldier's shield boost ability improves and now regenerates an amount equal to 10 + 3 per soldier level.

VANGUARD

The Vanguard is a powerful combatant, able to combine the offensive powers of the Adept and the Soldier. They have access to various weapons and armor, as well as biotics.

Vanguards are the front line of the squad. Their biotic powers focus on combat potential - disabling the enemy, making their armor ineffective, and shielding themselves from harm so that they can get close enough to go to work. The Vanguard wears light armor to start, though they can upgrade to medium armor, and they may gain specialist training in shotguns and pistols.

Starting Credits: 1200 + 5d4 × 30 (average 1560)

GAME RULE INFORMATION

Vanguards have the following game statistics.

Abilities: Vanguards benefit from high Constitution, which improves their Hit Points, and high Wisdom and Charisma scores, which improves their biotic abilities. Since the Vanguard usually engages in close-combat, Strength might be useful for melee attacks.

Hit Dice: d8

CLASS SKILLS

The Vanguard class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Bluff (Cha), Climb (Str), Gamble (Cha), Jump (Str), Knowledge (physics) (Int), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: (4 + In modifier) × 4

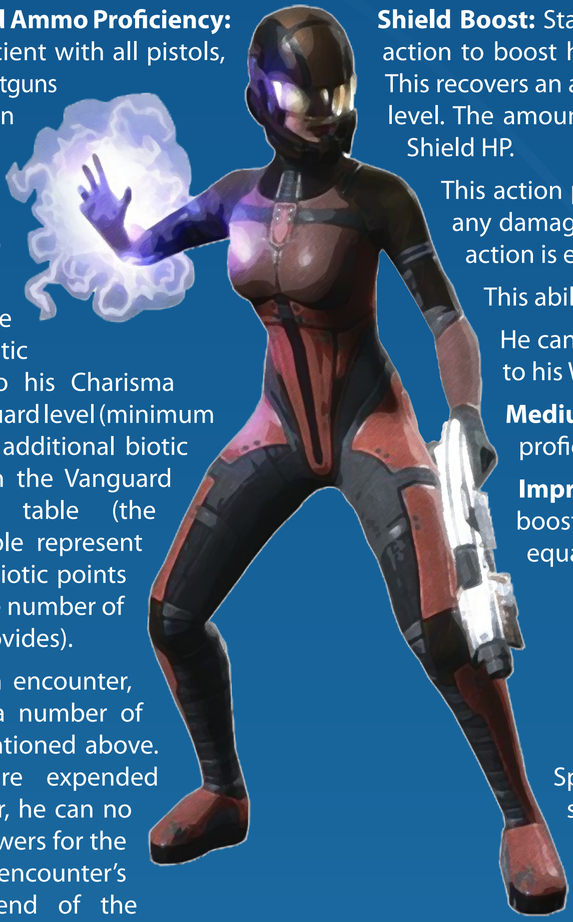
Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Vanguard.

Vanguard Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Biotic Specialization, Combat Specialization
3	+2	+1	+3	+1	+1	Biotic Specialization, Combat Specialization, Shield Boost
4	+3	+1	+4	+1	+2	Biotic Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	Biotic Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Biotic Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Biotic Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Biotic Specialization, Combat Specialization
9	+6	+3	+6	+3	+4	Biotic Specialization, Combat Specialization
10	+7	+3	+7	+3	+5	Biotic Specialization, Combat Specialization, Medium Armor Proficiency
11	+8	+3	+7	+3	+5	Biotic Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Biotic Specialization, Combat Specialization, Improved Shield Boost
13	+9	+4	+8	+4	+6	Biotic Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Biotic Specialization, Combat Specialization
15	+11	+5	+9	+5	+7	Biotic Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Biotic Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Biotic Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Biotic Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Biotic Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Biotic Specialization, Combat Specialization



Weapon, Armor and Ammo Proficiency: A Vanguard is proficient with all pistols, submachine-guns, shotguns and light armor. He can also apply any ammo specialization increase to the following ammo types: incendiary ammo and cryo ammo.

Biotic Points: The Vanguard's biotic points are equal to his Charisma modifier times Vanguard level (minimum of 1). He also gains additional biotic points as shown on the Vanguard Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Vanguard has a number of Biotic points as mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Vanguard can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level the Vanguard gains 2 specializations, for Biotic powers, and one for each level thereafter. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Vanguard possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which he meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Vanguard possesses. One Biotic Specialization improves the current rank of an Ammo power the Vanguard possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Vanguard gains 2 specializations, for Combat powers, and one for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Vanguard possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Vanguard possesses. One Combat Specialization improves the current rank of an Ammo power the Vanguard possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 3rd level, the Vanguard can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This recovers an amount of Shield HP lost equal to 10 + 1 per Vanguard level. The amount regained cannot exceed the character's maximum Shield HP.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Medium Armor Proficiency: At 10th level, a Vanguard gains proficiency with Medium Armors.

Improved Shield Boost: At 12th level the Vanguard's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Vanguard level.

Race Specific Classes

Specific classes are exactly like classes and follow the same rules. The major difference is that only specific races can access them. Characters that are not of that specific race, cannot select that class.

ASARI PURE BIOTIC

Naturally born with biotics, an asari who develops her innate powers becomes a true master in biotics. Asari Pure Biotics are thus more powerful than normal Adepts, represented by the greater number of biotic points they gain as they increase in level. However, they are merely proficient with pistols, rellying more on their biotic powers. This lack of extensive weapon training also removes the warp ammo proficiency that normal Adepts have. Only asari can select this class.

Starting Credits: 650 + 5d4 × 30 (average 1010)

GAME RULE INFORMATION

Asari Pure Biotics have the following game statistics.

Abilities: Asari Pure Biotic benefit from high Wisdom and Charisma scores, which improves their biotic abilities.

Hit Dice: d6

CLASS SKILLS

The Asari Pure Biotic class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Jump (Str), Knowledge (all, taken individually) (Int) and Perform (all, taken individually) (Cha).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+0	+2	+2	3× Biotic Specialization
2	+1	+0	+0	+3	+4	2× Biotic Specialization
3	+1	+1	+1	+3	+6	Biotic Specialization
4	+2	+1	+1	+4	+8	2× Biotic Specialization
5	+2	+1	+1	+4	+10	Biotic Specialization
6	+3	+2	+2	+5	+12	2× Biotic Specialization
7	+3	+2	+2	+5	+14	Biotic Specialization
8	+4	+2	+2	+6	+16	2× Biotic Specialization
9	+4	+3	+3	+6	+18	Biotic Specialization
10	+5	+3	+3	+7	+20	2× Biotic Specialization
11	+5	+3	+3	+7	+22	Biotic Specialization
12	+6	+4	+4	+8	+24	2× Biotic Specialization
13	+6	+4	+4	+8	+26	Biotic Specialization
14	+7	+4	+4	+9	+28	2× Biotic Specialization
15	+7	+5	+5	+9	+30	Biotic Specialization
16	+8	+5	+5	+10	+32	2× Biotic Specialization
17	+8	+5	+5	+10	+34	Biotic Specialization
18	+9	+6	+6	+11	+36	2× Biotic Specialization
19	+9	+6	+6	+11	+38	Biotic Specialization
20	+10	+6	+6	+12	+40	2× Biotic Specialization

Asari Pure Biotic Class Progression Table

CLASS FEATURES

All of the following are class features of the Asari Pure Biotic.

Weapon, Armor and Ammo Proficiency: An Asari Pure Biotic is proficient with pistols and light armor.

Biotic Points: The Asari Pure Biotic's biotic points are equal to her Charisma modifier times Asari Pure Biotic level (minimum of 1). She also gains additional biotic points as shown on the Asari Pure Biotic Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Asari Pure Biotic has a number of Biotic points as mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Asari Pure Biotic can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Asari Pure Biotic gains 3 specializations, for Biotic powers. Starting 2nd level and every two levels thereafter the Asari Pure Biotic gains instead 2 specializations. At 3rd level and every two levels thereafter the Asari Pure Biotic gains one specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Asari Pure Biotic possesses. She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Asari Pure Biotic possesses. One Biotic Specialization improves the current rank of an ammo Power the Asari Pure Biotic possesses by 1. See Ammo powers for further details.

ASARI HUNTRESS

Asari Huntresses resemble Vanguards only with a higher focus on biotic powers. They also train for longer range combat rather than close-range. Because of this training, Asari Huntress don't gain proficiency with neither medium armor nor shotguns but gain instead proficiency with assault rifles.

Because of this lack of shotgun and armor proficiency, many Asari Huntresses choose to ignore the greatest biotic power available to a Vanguard: *Biotic Charge*.

Only asari can select this class.

Starting Credits: 1200 + 5d4 × 30 (average 1560)

GAME RULE INFORMATION

Asari Huntresses have the following game statistics.

Abilities: Asari Huntresses benefit from high Constitution, which improves their Hit Points, and high Wisdom and Charisma scores, which improves their biotic abilities.

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+0	+2	+0	+0	2× Biotic Specialization, Combat Specialization
2	+1	+0	+3	+0	+1	Biotic Specialization, Combat Specialization
3	+2	+1	+3	+1	+1	Biotic Specialization, Combat Specialization
4	+3	+1	+4	+1	+2	2× Biotic Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	Biotic Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Biotic Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	2× Biotic Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Biotic Specialization, Combat Specialization
9	+6	+3	+6	+3	+4	Biotic Specialization, Combat Specialization
10	+7	+3	+7	+3	+5	2× Biotic Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Biotic Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Biotic Specialization, Combat Specialization
13	+9	+4	+8	+4	+6	2× Biotic Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Biotic Specialization, Combat Specialization
15	+11	+5	+9	+5	+7	Biotic Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	2× Biotic Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Biotic Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Biotic Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	2× Biotic Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Biotic Specialization, Combat Specialization

Asari Huntress Class Progression Table

Hit Dice: d8

CLASS SKILLS

The Asari Huntress class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Bluff (Cha), Climb (Str), Gamble (Cha), Jump (Str), Knowledge (physics) (Int) , Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: (4 + In modifier) × 4

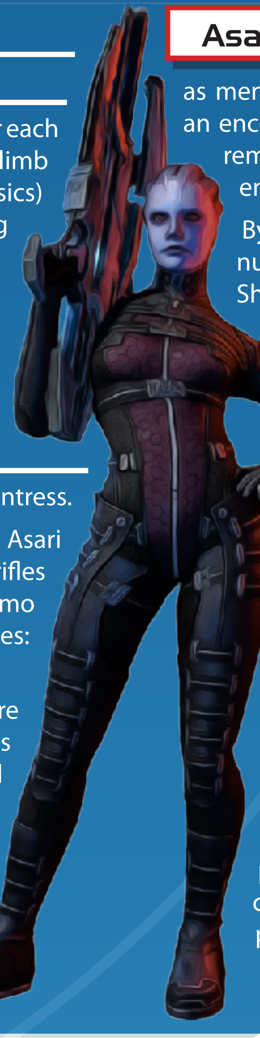
Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Asari Huntress.

Weapon, Armor and Ammo Proficiency: An Asari Huntress is proficient with all pistols, assault rifles and light armor. She can also apply any ammo specialization increase to the following ammo types: warp ammo and disruptor ammo.

Biotic Points: The Asari Huntress' biotic points are equal to her Charisma modifier times Asari Huntress level (minimum of 1). She also gains additional biotic points as shown on the Asari Huntress Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).



At the start of each encounter, the Asari Huntress has a number of Biotic points as mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Huntress can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her HP, the entire effort is expended without effect.

Biotic Specialization: At 1st level the Asari Huntress gains 2 specializations, for Biotic powers, and one for each level thereafter. At level 4th and every 3 levels thereafter, the Huntress gains instead 2 specializations. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Asari Huntress possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Asari Huntress possesses. One Biotic Specialization improves the current rank of an Ammo power the Asari Huntress possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Asari Huntress gains 1 specialization, for Combat powers, and one for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Asari Huntress possesses.

She can only apply specializations, to increase ranks, on Combat powers to which she meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Asari Huntress possesses. One Combat Specialization improves the current rank of an Ammo power the Asari Huntress possesses by 1. See Ammo powers for further details.

ASARI SCIENTIST

Asari Scientists are similar to Sentinels, only they have a stronger biotic training. Like the Asari Pure Biotic, however, Asari Scientists receive no training with weapons of any kind and so gain no ammo proficiencies.

Only asari can select this class.

Starting Credits: 650 + 5d4 × 30 (average 1010)

GAME RULE INFORMATION

Asari Scientists have the following game statistics.

Abilities: Asari Scientists benefit from high Wisdom and Charisma scores, which improves their biotic abilities and from high Intelligence score, which improves their tech abilities.

Hit Dice: d6

CLASS SKILLS

The Asari Scientist class skills (and the key ability for each skill) are Biotics (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Knowledge (all, taken individually) (Int), Listen (Wis), Medicine (Int), Perform (all, taken individually) (Cha), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Asari Scientist.

Asari Scientist Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Tech Points	Special
1	+0	+0	+0	+2	+0	+0	2× Biotic Specialization, 2× Tech Specialization
2	+1	+0	+0	+3	+1	+1	Biotic Specialization/Tech Specialization
3	+1	+1	+1	+3	+1	+1	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
4	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
5	+2	+1	+1	+4	+2	+2	Biotic Specialization/Tech Specialization
6	+3	+2	+2	+5	+3	+2	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
7	+3	+2	+2	+5	+3	+3	Biotic Specialization/Tech Specialization
8	+4	+2	+2	+6	+4	+3	Biotic Specialization/Tech Specialization
9	+4	+3	+3	+6	+4	+3	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
10	+5	+3	+3	+7	+5	+3	Biotic Specialization/Tech Specialization
11	+5	+3	+3	+7	+5	+4	Biotic Specialization/Tech Specialization
12	+6	+4	+4	+8	+6	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
13	+6	+4	+4	+8	+6	+4	Biotic Specialization/Tech Specialization
14	+7	+4	+4	+9	+7	+4	Biotic Specialization/Tech Specialization
15	+7	+5	+5	+9	+7	+4	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
16	+8	+5	+5	+10	+8	+5	Biotic Specialization/Tech Specialization
17	+8	+5	+5	+10	+8	+5	Biotic Specialization/Tech Specialization
18	+9	+6	+6	+11	+9	+5	2× Biotic Specialization/Tech Specialization or Biotic Specialization/2× Tech Specialization
19	+9	+6	+6	+11	+9	+5	Biotic Specialization/Tech Specialization
20	+10	+6	+6	+12	+10	+5	Biotic Specialization/Tech Specialization

Weapon, Armor and Ammo Proficiency: An Asari Scientist is proficient with light armor.

Biotic Points: The Asari Scientist's biotic points are equal to her Charisma modifier times Asari Scientist level (minimum of 1). She also gains additional biotic points as shown on the Asari Scientist Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Asari Scientist has a number of Biotic points as mentioned above. If those points are expended during an encounter, she can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost biotic points.

By spending 2 actions, the Asari Scientist can recover a number of Biotic points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Asari Scientist gains 2 specializations, for Biotic powers. Starting 2nd level and every levels thereafter the Asari Scientist must choose to either gain one biotic specialization or one tech specialization. At 3rd level, and every three levels thereafter, the choice is different and the Asari Scientist must choose to either gain 2 biotic specializations and 1 tech specialization, or gain 2 tech specializations and 1 biotic specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Asari Scientist possesses.

She can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Asari Scientist possesses. One Biotic Specialization improves the current rank of an Ammo power the Asari Scientist possesses by 1. See Ammo powers for further details.

The number of Biotic Specializations the Asari Scientist can have cannot exceed more than 4× the number of Tech Specializations.

Tech Points: The Asari Scientist's tech points are equal to her Intelligence modifier times Asari Scientist level (minimum of 1). She also gains additional tech points as shown on the Asari Scientist Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Asari Scientist has a number of Tech points as mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Asari Scientist can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Asari Scientist gains 2 specializations, for Tech powers. Starting 2nd level and every levels thereafter the Asari Scientist must choose to either gain one tech specialization or one biotic specialization. At 3rd level, and every three levels thereafter, the choice is different and the Asari Scientist must choose to either gain 2 tech specializations and 1 biotic specialization, or gain 2 biotic specializations and 1 tech specialization.

These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Asari Scientist possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Asari Scientist possesses. One Tech Specialization improves the current rank of an Ammo power the Asari Scientist possesses by 1. See Ammo powers for further details.

The number of Tech Specializations the Asari Scientist can have cannot exceed more than 2× the number of Biotic Specializations.

BATARIAN BRAWLER

Trained in the heart of the Batarian Hegemony, the batarian brawlers are thug-like warriors capable of withstanding a good deal of punishment while using under-handed maneuvers to defeat their enemies. They are the equivalent of a shock-police, except far more aggressive.

Unlike other classes, a batarian brawler is not limited to a specific choice between tech or biotic powers, he can take specializations in both of them.

Batarian Brawler is a specific class for the batarian race.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

GAME RULE INFORMATION

Batarian Brawlers have the following game statistics.

Abilities: Batarian Brawlers benefit from any physical stat, since it can increase their combat effectiveness, from high Wisdom, to provide additional usages of their abilities, and depending on the choice of specializations, from either Intelligence (should they take various tech specializations) or Charisma (should they take various biotic specializations)

Hit Dice: d10

CLASS SKILLS

The Batarian Brawler class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Bluff (Cha), Climb (Str), Electronics (Int), Heavy Weapons (Int), Hide (Dex), Intimidate (Cha), Investigate (Int), Jump (Str), Knowledge (physics) (Int), Listen (Wis), Move Silently (Dex), Piloting (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis) and Survival (Wis).

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Tech Points	Special
1	+0	+2	+0	+0	+0	+0	2× Combat Specialization; Biotic Specialization or Tech Specialization; +2 bonus to Initiative checks
2	+1	+3	+0	+0	+1	+1	Combat Specialization; Biotic Specialization or Tech Specialization
3	+2	+3	+1	+1	+1	+1	Combat Specialization; Biotic Specialization or Tech Specialization; Sneak Attack Bonus Feat
4	+3	+4	+1	+1	+2	+2	Combat Specialization; Biotic Specialization or Tech Specialization; Stand Tough Bonus Feat
5	+3	+4	+1	+1	+2	+2	Combat Specialization; Biotic Specialization or Tech Specialization; Enforcer Gauntlets Specialization (+1)
6	+4	+5	+2	+2	+2	+2	Combat Specialization; Biotic Specialization or Tech Specialization; Batarian Determination (+1)
7	+5	+5	+2	+2	+3	+3	Combat Specialization; Biotic Specialization or Tech Specialization
8	+6	+6	+2	+2	+3	+3	Combat Specialization; Biotic Specialization or Tech Specialization; Sneak Attack Bonus Feat
9	+6	+6	+3	+3	+3	+3	Combat Specialization; Biotic Specialization or Tech Specialization
10	+7	+7	+3	+3	+3	+3	Combat Specialization; Biotic Specialization or Tech Specialization; Enforcer Gauntlets Specialization (+2)
11	+8	+7	+3	+3	+4	+4	Combat Specialization; Biotic Specialization or Tech Specialization; Medium Armor Proficiency
12	+9	+8	+4	+4	+4	+4	Combat Specialization; Biotic Specialization or Tech Specialization; Stand Tough Bonus Feat
13	+9	+8	+4	+4	+4	+4	Combat Specialization; Biotic Specialization or Tech Specialization; Batarian Determination (+1)
14	+10	+9	+4	+4	+4	+4	Combat Specialization; Biotic Specialization or Tech Specialization; Sneak Attack Bonus Feat
15	+11	+9	+5	+5	+4	+4	Combat Specialization; Biotic Specialization or Tech Specialization; Enforcer Gauntlets Specialization (+3)
16	+12	+10	+5	+5	+5	+5	Combat Specialization; Biotic Specialization or Tech Specialization
17	+12	+10	+5	+5	+5	+5	Combat Specialization; Biotic Specialization or Tech Specialization
18	+13	+11	+6	+6	+5	+5	Combat Specialization; Biotic Specialization or Tech Specialization
19	+14	+11	+6	+6	+5	+5	Combat Specialization; Biotic Specialization or Tech Specialization
20	+15	+12	+6	+6	+5	+5	Combat Specialization; Biotic Specialization or Tech Specialization; Enforcer Gauntlets Specialization (+4); Stand Tough Bonus Feat

Batarian Brawler Class Progression Table

Skill Points at 1st Level: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Batarian Brawler.

Weapon, Armor and Ammo Proficiency: Proficient with all pistols, shotguns and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Biotic Points: The Batarian Brawler 's biotic points are equal to his Charisma modifier times Batarian Brawler level (minimum of 1). He also gains additional biotic points as shown on the Batarian Brawler Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Batarian Brawler has a number of biotic points has mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Batarian Brawler can recover a number of Biotic points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Biotic Specialization: At every level, the Batarian Brawler can choose between gaining 1 Biotic

Specialization or 1 Tech Specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Batarian Brawler possesses.

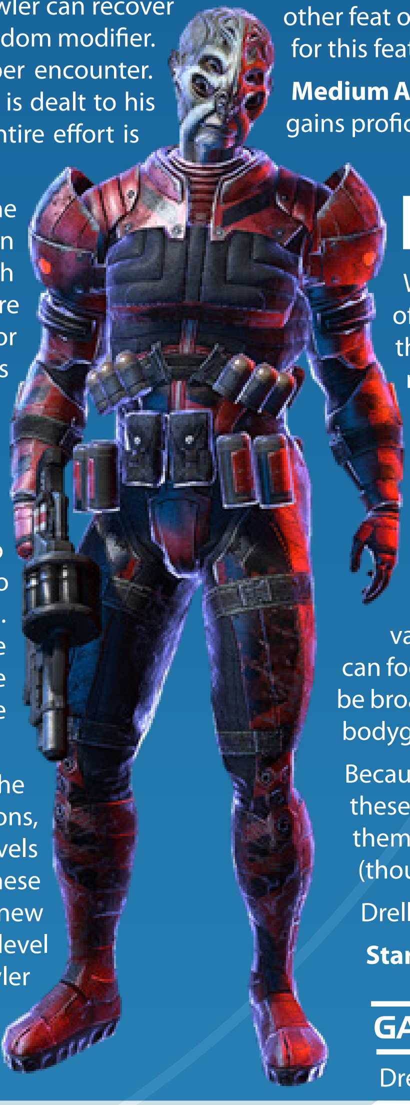
He can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Batarian Brawler possesses. One Biotic Specialization improves the current rank of an Ammo power the Batarian Brawler possesses by 1. See Ammo powers for further details.

Tech Points: The Batarian Brawler's tech points are equal to his Intelligence modifier times Batarian Brawler level (minimum of 1). He also gains additional tech points as shown on the Batarian Brawler Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Batarian Brawler has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Batarian Brawler can recover a number of tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.



Tech Specialization: At every level, the Batarian Brawler can choose between gaining 1 Biotic Specialization or 1 Tech Specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Batarian Brawler possesses.

He can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Batarian Brawler possesses. One Tech Specialization improves the current rank of an Ammo power the Batarian Brawler possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level, the Batarian Brawler gains 2 specializations, for Combat powers. At each other levels he gains only one specialization. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Batarian Brawler possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Batarian Brawler possesses. One Combat Specialization improves the current rank of an Ammo power the Batarian Brawler possesses by 1. See Ammo powers for further details.

Initiative Bonus: At 1st level, the Batarian Brawler gains a +2 bonus on all initiative checks.

Enforcer Gauntlets Specialization: Starting level 5th the Batarian Brawler gains a +1 damage bonus when attacking with enforcer gauntlets. This bonus increases by an additional +1 at levels 10th, 15th and 20th.

Batarian Determination: At level 6th, the Batarian Brawler increases the number of usages, of any power that has the Batarian race as a pre-requisite, by 1 usage. This increases to 2 additional usages at level 13th.

Stand Tough Bonus Feat: At levels 4th, 12th and 20th, the Batarian Brawler gains the Stand Tough feat as a bonus feat. He gains it even if he does not meet the prerequisites for the feat.

Sneak Attack Bonus Feat: At levels 3rd, 8th and 14th, the Batarian Brawler gains the Sneak Attack feat as a bonus feat. He gains it even if he does not meet the prerequisites for the feat. If he cannot gain the feat because he already reached the maximum number of Sneak Attack feats allowed, he gains instead any other feat of his choosing but he must meet the prerequisites for this feat.

Medium Armor Proficiency: At 11th level, a Batarian Brawler gains proficiency with Medium Armors.

DRELL ASSASSIN

When the drell were rescued from their world of Rakhana by the hanar, they were grateful to the point of serving their saviors in any capacity required. The most prominent, as well as darkest, was to serve as assassins or bodyguards, something the hanar failed terribly when not underwater. From the youngest generation of drell to be born in the hanar homeworld of Kahje did the hanar select the best candidates, under the terms of the Compact. These young drell were trained to be excellent killing machines with varied aspects and training. Though a Drell Assassin can focus on a single style of combat, the training had to be broad enough to create various kinds of assassins and bodyguards among the drell trainees.

Because the hanar are not slavers, they only employ these assassins for a specific number of years, releasing them from the terms of the Compact afterwards (though most continue to serve their saviors).

Drell Assassin is a specific class for the drell race.

Starting Credits: 1230 + 5d4 × 30 (average 1590)

GAME RULE INFORMATION

Drell Assassins have the following game

statistics.

Abilities: Drell Assassin benefit from any physical stat, since it can increase their combat effectiveness, from high Wisdom, to provide additional usages of their abilities, and depending on the choice of specializations, from either Intelligence (should they take various tech specializations) or Charisma (should they take various biotic specializations).

Hit Dice: d8

CLASS SKILLS

The Drell Assassin class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Bluff (Cha), Climb (Str), Damping (Int), Decryption (Int), Disguise (Cha), Electronics (Int), Gamble (Cha), Hide (Dex), Investigate (Int), Jump (Str), Knowledge (tactics), Listen (Wis), Move Silently (Dex), Piloting (Int), Repair (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Drell Assassin

Weapon, Armor and Ammo Proficiency: Proficient with all pistols, sniper rifles and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo or chemical ammo.

Biotic Points: The Drell Assassin's biotic points are equal to his Charisma modifier times Drell Assassin level (minimum of 1).

At the start of each encounter, the Drell Assassin has a number of biotic points has mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Drell Assassin can recover a number of Biotic points equal to his Wisdom modifier. He can do this any

Drell Assassin Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Martial Artist rank 1; 1×Combat Specialization or Submachine Gun proficiency; 1× specializations chosen between Biotic or Tech
2	+1	+3	+3	+3	2× specialization chosen between Combat, Biotic and/or Tech
3	+2	+3	+3	+3	1× specialization chosen between Combat, Biotic or Tech; Improved Unarmed Damage (+1 step) or Far Shooting (1 step)
4	+3	+4	+4	+4	1× specialization chosen between Combat, Biotic or Tech; Improved Defense (+1) or Improved Stealth (+3)
5	+3	+4	+4	+4	2× specialization chosen between Combat, Biotic and/or Tech; Improved Speed (+5 ft)
6	+4	+5	+5	+5	1× specialization chosen between Combat, Biotic or Tech, Hide in Plain Sight bonus feat or Fast Stabilization bonus feat; 1 extra Specialization or Light Melee Weapon Expertise
7	+5	+5	+5	+5	1× specialization chosen between Combat, Biotic or Tech
8	+6	+6	+6	+6	2× specialization chosen between Combat, Biotic and/or Tech; Improved Unarmed Damage (+1 step) or Improved Weapon Damage (+1/+2)
9	+6	+6	+6	+6	1× specialization chosen between Combat, Biotic or Tech
10	+7	+7	+7	+7	1× specialization chosen between Combat, Biotic or Tech; Improved Defense (+1) or Improved Stealth (+3)
11	+8	+7	+7	+7	2× specialization chosen between Combat, Biotic and/or Tech
12	+9	+8	+8	+8	1× specialization chosen between Combat, Biotic or Tech; Improved Speed (+10 ft)
13	+9	+8	+8	+8	1× specialization chosen between Combat, Biotic or Tech
14	+10	+9	+9	+9	2× specialization chosen between Combat, Biotic and/or Tech; Improved Unarmed Damage (+1 step) or Far Shooting (1 step); 1 extra Specialization or Light Melee Weapon Expertise
15	+11	+9	+9	+9	1× specialization chosen between Combat, Biotic or Tech
16	+12	+10	+10	+10	1× specialization chosen between Combat, Biotic or Tech; Improved Defense (+1) or Improved Stealth (+3)
17	+12	+10	+10	+10	2× specialization chosen between Combat, Biotic and/or Tech
18	+13	+11	+11	+11	1× specialization chosen between Combat, Biotic or Tech
19	+14	+11	+11	+11	1× specialization chosen between Combat, Biotic or Tech; Improved Speed (+15 ft)
20	+15	+12	+12	+12	2× specialization chosen between Combat, Biotic and/or Tech; Improved Unarmed Damage (+1 step) or Improved Weapon Damage (+2/+4)

number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level, the Drell Assassin can choose to gain 1 Biotic Specialization or 1 Tech Specialization.

Starting 2nd level and every level thereafter, with the exception of levels 2nd, 5th, 8th, 11th, 14th, 17th and 20th, the Drell Assassin gains 1specialization which can be of any type (Biotic Specialization, Tech Specialization or Combat Specialization). At levels 2nd, 5th, 8th, 11th, 14th, 17th and 20th, the Drell Assassin gains 2 specializations which can either of any type (Biotic Specialization, Tech Specialization or Combat Specialization) or both of the same type.

If the specialization gained is a Biotic Specializations, then those are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Drell Assassin possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Drell Assassin possesses. One Biotic Specialization improves the current rank of an Ammo power the Drell Assassin possesses by 1. See Ammo powers for further details.

The number of Biotic Specializations the Drell Assassin can have cannot exceed more than 2× the sum of Tech and Combat Specializations.

Tech Points: The Drell Assassin's tech points are equal to his Intelligence modifier times Drell Assassin level (minimum of 1).

At the start of each encounter, the Drell Assassin has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Drell Assassin can recover a number of tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Drell Assassin can choose to gain 1 Biotic Specialization or 1 Tech Specialization.

Starting 2nd level and every level thereafter, with the exception of levels 2nd, 5th, 8th, 11th, 14th, 17th and 20th, the Drell Assassin gains 1 which can be of any type (Biotic Specialization, Tech Specialization or Combat Specialization). At levels 2nd, 5th, 8th, 11th, 14th, 17th and 20th, the Drell Assassin gains 2 specializations which can either of any type (Biotic Specialization, Tech Specialization or Combat Specialization) or both of the same type.

If the specialization gained is a Tech Specializations, then those are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Drell Assassin possesses.

He can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Drell Assassin possesses. One Tech Specialization improves the current rank of an Ammo power the Drell Assassin possesses by 1. See Ammo powers for further details.

The number of Tech Specializations the Drell Assassin can have cannot exceed more than 2× the sum of Biotic and Combat Specializations.

Combat Specialization: At 1st level, the Drell Assassin must choose to gain 1 Combat Specialization or gain proficiency with submachine guns.

Starting 2nd level and every level thereafter, with the exception of levels 2nd, 5th, 8th, 11th, 14th, 17th and 20th, the Drell Assassin gains 1 which can be of any type (Biotic Specialization, Tech Specialization or Combat Specialization). At levels 2nd, 5th, 8th, 11th, 14th, 17th and 20th, the Drell Assassin gains 2 specializations which can either of any type (Biotic Specialization, Tech Specialization or Combat Specialization) or both of the same type.

If the specialization gained is a Tech Specializations, then those are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Drell Assassin possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Drell

Assassin possesses. One Combat Specialization improves the current rank of an Ammo power the Drell Assassin possesses by 1. See Ammo powers for further details.

The number of Combat Specializations the Drell Assassin can have cannot exceed more than 2× the sum of Biotic and Combat Specializations.

Martial Artist: The Drell Assassins starts with rank 1 of the Martial Artist combat power. In addition, the Drell Assassin uses his level, instead of BAB, to determine the prerequisites of additional ranks in this power.

Improved Unarmed Damage: At level 3rd, the Drell Assassin can choose to increase his base unarmed damage by +1 step. This effectively increases the damage dice used for unarmed melee damage by one step: from 1d3 to 1d6. At levels 8th, 14th and 20th the Drell Assassin can gain this feature to further increase the unarmed damage by steps, as follows: 1d6 to 1d8, 1d8 to 1d10, 1d10 to 1d12.

If this feature is selected at 3rd level, the Drell Assassin does not gain the Far Shooting feature that level.

If this feature is selected at 8th level, the Drell Assassin does not gain the Improved Ranged Weapon Damage feature that level.

If this feature is selected at 14th level, the Drell Assassin does not gain the Far Shooting feature that level.

If this feature is selected at 20th level, the Drell Assassin does not gain the Improved Ranged Weapon Damage feature that level.

Hide in Plain Sight: At level 6th, the Drell Assassin can choose to gain the Hide in Plain Sight feat as a bonus feat. He gains it even if he does not meet the prerequisites for the feat.

If the Drell Assassin already has that feat, he gains instead another feat of his choice to which he meets the prerequisites.

If he chooses this bonus feat, he does not gain the Fast Stabilization as a bonus feat.

Fast Stabilization: At level 6th, the Drell Assassin can choose to gain the Fast Stabilization feat as a bonus feat. He gains it even if he does not meet the prerequisites for the feat.

If the Drell Assassin already has that feat, he gains instead another feat of his choice to which he meets the prerequisites.

If he chooses this bonus feat, he does not gain the Hide in Plain Sight as a bonus feat.

Improved Defense: At level 4th the Drell Assassin can gain a +1 bonus to defense. This feature can be selected again at level 10th and at level 16th (its effects stack). This does not apply to his flat-footed Defense.

When this feature is selected, the Drell Assassin does not gain the Improved Stealth feature of that level.

Improved Stealth: At level 4th the Drell Assassin can gain a +3 bonus to Move Silently and Hide checks. This feature can be selected again at level 10th and at level 16th (its effects stack)

When this feature is selected, the Drell Assassin does not gain the Improved Defense feature of that level.

Improved Speed: At level 5th, the Drell Assassin can increase his base speed by +5 ft. This bonus increases to +10 ft at level 11th and to +15 ft at level 18th. This bonus speed does not apply if the Drell Assassin is in Medium or Heavy Carrying Load.

Far Shooting: At level 5th, the Drell Assassin can reduce the attack penalty for range increment to by 1 step, from -3 to -2. This feature may be selected a second time, further reducing the penalty by another step, from -2 to -1.

If this feature is selected at 3rd level, the Drell Assassin does not gain the Improved Unarmed Damage feature that level.

If this feature is selected at 14th level, the Drell Assassin does not gain the Improved Unarmed Damage feature that level.

1 Extra Specialization: At level 6th the Drell Assassin can choose to gain a new specialization (just like he gains at level 7th). This option can be selected again at level 14th.

If this feature is selected at 6th level and/or 14th, the Drell Assassin does not gain the Light Melee Weapon Training feature that level.

Light Melee Weapon Training: At level 6th the Drell Assassin can choose to increase his expertise with light melee weapons, increasing their Critical Threat Range by 1. This feature can be selected a second time at level 14th, increasing it by an additional 1.

If this feature is selected at 6th level and/or 14th, the Drell Assassin does not gain the 1 Extra Specialization that level.

Improved Weapon Damage: At level 8th, the Drell Assassin can choose to gain a +1 damage bonus to all shots made with ranged weapons (or +2 if the weapon is a Sniper Rifle) or a +2 bonus with melee weapons.

This feature may be selected a second time at level 20th. Its effects stack (increasing the damage bonus per shot to +2 or +4 for Sniper Rifles and melee weapons)

If this feature is selected at 8th level, the Drell Assassin does not gain the Improved Unarmed damage feature that level.

If this feature is selected at 20th level, the Drell Assassin does not gain the Improved Unarmed damage feature that level.

ELCOR LIVING TANK

Extremely durable and massive in size, the Elcor Living Tank stands true to its name, capable of taking a huge amount of punishment while employing powerful mounted weapons.

Elcor Living Tank is a class specific for the Elcor race.

Starting Credits: 1300 + 5d4 × 20 (average 1540)

GAME RULE INFORMATION

Elcor Living Tank have the following game statistics.

Abilities: Elcor Living Tank benefit mostly from Constitution, to increase their HP. Since they lack a high number of specializations, they fight mostly

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Combat Specialization; Shield Bonus
2	+1	+3	+0	+0	Combat Specialization
3	+2	+3	+1	+1	Combat Specialization
4	+3	+4	+1	+1	Combat Specialization; Deadly Fire (+1)
5	+3	+4	+1	+1	Combat Specialization; Tank Endurance (+1)
6	+4	+5	+2	+2	Combat Specialization; Extra Heavy Weapon Ammo (+25%)
7	+5	+5	+2	+2	Combat Specialization; Heavy Weapon Specialization (-1)
8	+6	+6	+2	+2	Combat Specialization
9	+6	+6	+3	+3	Combat Specialization; Heavy Armor Proficiency
10	+7	+7	+3	+3	Combat Specialization; Deadly Fire (+2)
11	+8	+7	+3	+3	Combat Specialization; Extra Heavy Weapon Ammo (+50%)
12	+9	+8	+4	+4	Combat Specialization; Tank Endurance (+2)
13	+9	+8	+4	+4	Combat Specialization
14	+10	+9	+4	+4	Combat Specialization
15	+11	+9	+5	+5	Combat Specialization; Heavy Weapon Specialization (-2)
16	+12	+10	+5	+5	Combat Specialization; Extra Heavy Weapon Ammo (+75%)
17	+12	+10	+5	+5	Combat Specialization
18	+13	+11	+6	+6	Combat Specialization; Deadly Fire (+3)
19	+14	+11	+6	+6	Combat Specialization; Extra Heavy Weapon Ammo (+100%)
20	+15	+12	+6	+6	Combat Specialization; Tank Endurance (+3)

Elcor Living Tank Class Progression Table

by using weapons and heavy weapons or the ability to stay in the fight longer is their primary concern. Intelligence is also important since it helps them use their back-mounted weapons.

Hit Dice: d10

CLASS SKILLS

The Elcor Living Tank class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Heavy Weapons (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Repair (Int), Search (Int) and Spot (Wis)

Skill Points at 1st Level: (2 + Int modifier) × 4

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Elcor Living Tank.

Weapon, Armor and Ammo Proficiency: Proficient with pistols, shotguns, assault rifles, light armors and medium armors. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo or incendiary ammo.

Combat Specialization: At 1st level, and every level thereafter, the Elcor Living Tank gains 1 specializations, for Combat powers. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Elcor Living Tank possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Elcor Living Tank possesses. One Combat Specialization improves the current rank of an Ammo power the Elcor Living Tank possesses by 1. See Ammo powers for further details.

Shield Bonus: The Elcor Living Tank gains a bonus Shield HP equal to his level.

Deadly Fire: At 4th level, the Elcor Living Tank deals +1 extra damage with each shot he fires from weapons. This bonus increases to +2 at level 10th and +3 at level 18th. For Heavy Weapons, the bonus is granted for each dice of damage (for example, 4d6 damage gains +4 damage at lvl 4th).

Tank Endurance: At 5th level, the Elcor Living Tank gains Damage Reduction +1. This bonus applies to normal HP DR, Plating HP DR and Shield HP DR. This bonus increases to +2 at level 12th and to +3 at level 20th.

Extra Heavy Weapon Ammo: The Elcor Living Tank is capable of carrying extra Heavy Weapon Ammo, allowing him to use these weapons more often. The increase in Heavy Weapon Ammo capacity starts with +25% at level 6th and reaches +100% at level 19th.

Heavy Weapon Specialization: At level 7th, the Elcor Living Tank can fire Heavy Weapons with their Total Recoil Penalty reduced by 1. This reduction increases to 2 at level 15th.

Heavy Armor Proficiency: At 9th level, the Elcor Living Tank gains proficiency with Heavy Armors.

HUMAN EXPLORER

Explorers by nature, humans have always been drawn to the unknown, attempting to explore it with equal parts foolhardy and fear. They also have a natural talent to improvise, repairing what seems beyond repair, with no apparent tools nearby. The best explorers can actually make their vehicles and equipment run for days, weeks and perhaps even months well beyond what other races consider 'acceptable state', a trait necessary for when exploring new places away from civilization.

Human Explorer is a specific class for the human race.

Starting Credits: 1230 + 5d4 × 30 (average 1590)

GAME RULE INFORMATION

Human Explorers have the following game statistics.

Abilities: Human Explorers benefit from high Intelligence and Wisdom scores, since both are directly connected to their class abilities.

Hit Dice: d8

CLASS SKILLS

The Human Explorer class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Decryption (Int), Electronics (Int), Gamble (Cha), Gather Information (Cha), Hacking (Int), Hide (Dex), Investigate (Int), Knowledge (all, taken individually) (Int), Listen (Wis), Move Silently (Dex), Piloting (Int), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Human Explorer.

Weapon, Armor and Ammo Proficiency: Proficient with pistols, submachine guns and light armors. He can also apply any ammo specialization increase to the following ammo types: cryo ammo, incendiary ammo, chemical ammo.

Human Explorer Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Biotic Points	Special
1	+0	+2	+2	+0	+0	+0	Tech Specialization; Bonus Speed; Bonus Skills
2	+1	+3	+3	+0	+1	+1	Tech Specialization; Biotic Specialization or Combat Specialization; Endurance Bonus Feat
3	+2	+3	+3	+1	+1	+1	Tech Specialization; Environmental Resistance (+1)
4	+3	+4	+4	+1	+2	+2	Tech Specialization; Biotic Specialization or Combat Specialization; Improvised Repairs
5	+3	+4	+4	+1	+2	+2	Tech Specialization; Overland Speed Increase (+10%)
6	+4	+5	+5	+2	+2	+2	Tech Specialization; Biotic Specialization or Combat Specialization; Environmental Resistance (+2)
7	+5	+5	+5	+2	+3	+3	Tech Specialization; Hazardous Level Reduction
8	+6	+6	+6	+2	+3	+3	Tech Specialization; Biotic Specialization or Combat Specialization
9	+6	+6	+6	+3	+3	+3	Tech Specialization; Environmental Resistance (+3)
10	+7	+7	+7	+3	+3	+3	Tech Specialization; Biotic Specialization or Combat Specialization; Overland Speed Increase (+20%)
11	+8	+7	+7	+3	+4	+4	Tech Specialization; Advanced Improvised Repairs
12	+9	+8	+8	+4	+4	+4	Tech Specialization; Biotic Specialization or Combat Specialization; Environmental Resistance (+4)
13	+9	+8	+8	+4	+4	+4	Tech Specialization
14	+10	+9	+9	+4	+4	+4	Tech Specialization; Biotic Specialization or Combat Specialization
15	+11	+9	+9	+5	+4	+4	Tech Specialization; Environmental Resistance (+5); Overland Speed Increase (+30%)
16	+12	+10	+10	+5	+5	+5	Tech Specialization; Biotic Specialization or Combat Specialization
17	+12	+10	+10	+5	+5	+5	Tech Specialization
18	+13	+11	+11	+6	+5	+5	Tech Specialization; Biotic Specialization or Combat Specialization; Environmental Resistance (+6)
19	+14	+11	+11	+6	+5	+5	Tech Specialization; Expert Improvised Repairs; Overland Speed Increase (+40%)
20	+15	+12	+12	+6	+5	+5	Tech Specialization; Biotic Specialization or Combat Specialization

Tech Points: The Human Explorer's tech points are equal to his Intelligence modifier times Human Explorer level (minimum of 1). He also gains additional tech points as shown on the Human Explorer Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Human Explorer has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Human Explorer can recover a number of tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At each level, the Human Explorer gains 1 Tech Specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Human Explorer possesses.

He can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Human Explorer possesses. One Tech Specialization improves the current rank of an Ammo power the Human Explorer possesses by 1. See Ammo powers for further details.

Biotic Points: The Human Explorer's points are equal to his Charisma modifier times Human Explorer level (minimum of 1). He also gains additional biotic points as shown on the Human Explorer Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Human Explorer has a number of Biotic points as mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Human can recover a number of Biotic points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 2nd level, and every 2 levels thereafter (4th, 6th, 8th, etc) the Human Explorer can choose to 1 Biotic Specialization. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Human possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which he meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Human Explorer possesses. One Biotic Specialization improves the current rank of an Ammo power the Human Explorer possesses by 1. See Ammo powers for further details.

Bonus Speed: At 1st level, the Human Explorer gain a +5 ft increase to his base speed.

Bonus Skills: The Human Explorer gains a bonus to Spot, Listen, Search and Survival checks equal to 1/2 his character level, and an additional bonus to Piloting and Repair checks equal to 1/4 his character level.

Combat Specialization: At 2nd level, and every 2 levels thereafter (4th, 6th, 8th, etc) the Human Explorer can choose to 1 Combat Specialization. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Human Explorer possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Human Explorer possesses. One Combat Specialization improves the current rank of an Ammo power the Human Frontier Explorer possesses by 1. See Ammo powers for further details.

Endurance Bonus Feat: At 2nd level, the Human Explorer gains the Endurance feat as a bonus feat. He gains it even if he does not meet the prerequisites for the feat.

If the Human Explorer already has that feat, he gains instead another feat of his choice. He must meet the prerequisites for this feat.

Environmental Resistance: Starting 3rd level, the Human Explorer gains a +1 bonus on all saves against Environmental Effects. At levels 6th, 9th, 12th, 15th and 18th this bonus increases as shown in the Human Frontier Explorer Class Progression Table, until it reaches the maximum of +6.

Improvised Repairs: Starting 4th level, the Human Explorer can make improvised Repairs even when he lacks the proper tools, such as a Repair Kit. For example, he could attempt to repair a mech, or a computer console, without a Repair Kit. To do so he must first make a Survival check DC 20 to determine whether or not he can find materials necessary for improvised repairs (the GM may determine that certain repairs cannot be made without access to certain resources, like electronic components to repair a computer, or determine that the Human Explorer is unable to repair a hole in a mech if he doesn't have access to metal pieces). If he does have the necessary components, he can attempt the Repair check, but take a -5 penalty on it. If the check failed, it means the Human Explorer does not have the necessary skills to make the improvised repairs and so cannot attempt again until he gains more ranks in the Repair skill (though another character can still attempt them). If he is attempting to heal a mechanical/synthetic/bionic creature, he can do so but will only heal 1/2 your Repair check (he can attempt this option any number of times).

Regardless of what the Human Explorer is attempting to do, the Survival check requires 1d4 rounds and the following Repair check requires either 2d6 rounds (when attempting to heal a mechanical/synthetic/

bionic creature) or 1d6 rounds for each 5 points of the Repair check DC when attempting to repair something.

Unfortunately, improvised repairs do not last long. Any amount of damage healed by improvised repairs will return after 1 hour per Intelligence modifier of the Human Explorer, and any equipment repaired with improvised repairs will once again broke down after 1 hour per Intelligence score of the Human Explorer. Once the duration has passed, new improvised repairs can be attempted but at a cumulative penalty of -5 (so attempting improvised repairs for the third time in a row would apply a -15 penalty to the Repair check)

Overland Speed Increase: At level 5th, the Human Explorer increases overland speed, for himself and a number of allies equal to Wisdom modifier, by +10%. This increase is applied simultaneously with other bonuses or penalties to overland speed. This bonus increases to +20% at level 10th, +30% at level 15th and +40% at level 20th.

Hazardous Level Reduction: At level 7th, if the Human Explorer has equipment that reduces the Environmental Hazard Level, the equipment reduces it by an additional 1.

Advanced Improvised Repairs: At level 11th, reduce the cumulative Repair check penalty, for improvised repairs, to -3 (so attempting improvised repairs for the third time in a row would now apply a -9 penalty to the Repair check).

Expert Improvised Repairs: At level 19th, reduce the cumulative Repair check penalty, for improvised repairs, to -1 (so attempting improvised repairs for the third time in a row would now apply a -3 penalty to the Repair check)

KROGAN BATTLEMASTER

Krogan Battlemasters are the strongest warriors amongst all krogan. They possess the best training and some biotic capabilities, as well as a mind honed for killing. Although Krogan Battlemasters are similar to Vanguards in many ways, they benefit from a higher combat specialization, a larger number of weapon's proficiencies and are even able to become proficient with heavy armors.

Only krogans can select this class.

Starting Credits: 1300 + 5d4 × 20 (average 1540)

GAME RULE INFORMATION

Krogan Battlemasters have the following game statistics.

Abilities: Krogan Battlemasters benefit from high Constitution, which improves their Hit Points, and high Wisdom and Charisma scores, which improves their biotic abilities. Since the Krogan Battlemasters usually engages in close-combat, Strength might be useful for melee attacks.

Hit Dice: d10

CLASS SKILLS

The Krogan Battlemaster class skills (and the key ability

Krogan Battlemaster Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Special
1	+0	+2	+0	+0	+0	2× Combat Specialization, Biotic Specialization
2	+1	+3	+0	+0	+1	Biotic Specialization, Combat Specialization
3	+2	+3	+1	+1	+1	Biotic Specialization, Combat Specialization, Shield Boost
4	+3	+4	+1	+1	+2	2× Combat Specialization
5	+3	+4	+1	+1	+2	Biotic Specialization, Combat Specialization
6	+4	+5	+2	+2	+3	Biotic Specialization, Combat Specialization
7	+5	+5	+2	+2	+3	Biotic Specialization, Combat Specialization
8	+6	+6	+2	+2	+4	2× Combat Specialization
9	+6	+6	+3	+3	+4	Biotic Specialization, Combat Specialization, Heavy Armor Proficiency
10	+7	+7	+3	+3	+5	Biotic Specialization, Combat Specialization
11	+8	+7	+3	+3	+5	Biotic Specialization, Combat Specialization
12	+9	+8	+4	+4	+6	2× Combat Specialization, Improved Shield Boost
13	+9	+8	+4	+4	+6	Biotic Specialization, Combat Specialization
14	+10	+9	+4	+4	+7	Biotic Specialization, Combat Specialization
15	+11	+9	+5	+5	+7	Biotic Specialization, Combat Specialization
16	+12	+10	+5	+5	+8	2× Combat Specialization
17	+12	+10	+5	+5	+8	Biotic Specialization, Combat Specialization
18	+13	+11	+6	+6	+9	Biotic Specialization, Combat Specialization
19	+14	+11	+6	+6	+9	Biotic Specialization, Combat Specialization
20	+15	+12	+6	+6	+10	2× Combat Specialization

for each skill) are Balance (Dex), Biotics (Int), Climb (Str), Heavy Weapons (Int), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Piloting (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (4 + In modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Krogan Battlemaster.

Weapon, Armor and Ammo Proficiency: A Krogan Battlemaster is proficient with all assault rifles, shotguns, light armor and medium armor. He can also apply any ammo specialization increase to the following ammo types: incendiary ammo.

Biotic Points: The Krogan Battlemaster's biotic points are equal to his Charisma modifier times Krogan Battlemaster level (minimum of 1). He also gains additional biotic points as shown on the Krogan Battlemaster Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Krogan Battlemaster has a number of Biotic points as mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Krogan Battlemaster can recover a number of Biotic points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Biotic Specialization: At 1st level the Krogan Battlemaster gains 1 specialization, for Biotic powers, and one each for each level thereafter with the exception of levels 4th, 8th, 12th, 16th and 20th. These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Krogan Battlemaster possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which he meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Krogan Battlemaster possesses. One Biotic Specialization improves the current rank of an Ammo power the Krogan Battlemaster possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Krogan Battlemaster gains 2 specializations, for Combat powers, and one each for each level thereafter. Starting level 4th and every 4 levels thereafter, the Krogan Battlemaster gains instead 2 Combat specializations. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Krogan Battlemaster possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Krogan Battlemaster possesses. One Combat Specialization improves the current rank of an Ammo power the Krogan Battlemaster possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 3rd level, the Krogan Battlemaster can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This recovers an amount of Shield HP lost equal to 10 + 1 per Krogan Battlemaster level. The amount regained cannot exceed the character's maximum Shield HP

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Heavy Armor Proficiency: At 9th level, the Krogan Battlemaster gains proficiency with Heavy Armors.

Improved Shield Boost: At 12th level the Krogan Battlemaster's shield boost ability improves and regenerates an amount equal to 10 + 2 per Krogan Battlemaster level.

QUARIAN MACHINIST

Similar to Engineers, Quarian Machinists combine the tech powers of that class with advanced knowledge of electronics and robotics – an innate affinity of all quarians – to best Engineers. They also receive training with shotguns and learn how to enlarge their Shields capacitors to greatly increase the chances of survival of the quarian. However, they lose Medicine as a class skill.

Only quarians can select this class.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

GAME RULE INFORMATION

Quarian Machinists have the following game statistics.

Abilities: Quarian Machinists benefit from high Intelligence, which improves their tech abilities.

Hit Dice: d6

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Shield Bonus	Special
1	+0	+0	+0	+2	+1	+5	3× Tech Specialization
2	+1	+0	+0	+3	+2	+6	2× Tech Specialization
3	+1	+1	+1	+3	+3	+6	Tech Specialization, Shield Boost
4	+2	+1	+1	+4	+5	+7	2× Tech Specialization
5	+2	+1	+1	+4	+6	+7	Tech Specialization
6	+3	+2	+2	+5	+7	+8	2× Tech Specialization
7	+3	+2	+2	+5	+9	+8	Tech Specialization
8	+4	+2	+2	+6	+10	+9	2× Tech Specialization
9	+4	+3	+3	+6	+11	+9	Tech Specialization
10	+5	+3	+3	+7	+13	+10	2× Tech Specialization
11	+5	+3	+3	+7	+14	+10	Tech Specialization
12	+6	+4	+4	+8	+15	+12	2× Tech Specialization, Improved Shield Boost
13	+6	+4	+4	+8	+16	+12	Tech Specialization
14	+7	+4	+4	+9	+18	+14	2× Tech Specialization
15	+7	+5	+5	+9	+19	+14	Tech Specialization
16	+8	+5	+5	+10	+20	+16	2× Tech Specialization
17	+8	+5	+5	+10	+22	+16	Tech Specialization
18	+9	+6	+6	+11	+23	+18	2× Tech Specialization
19	+9	+6	+6	+11	+24	+18	Tech Specialization
20	+10	+6	+6	+12	+26	+20	2× Tech Specialization

Quarian Machinist Class Progression Table

CLASS SKILLS

The Quarian Machinist class skills (and the key ability for each skill) are Damping (Int), Decryption (Int), Electronics (Int), First Aid (Wis), Hacking (Int), Investigate (Int), Knowledge (physics) (Int), Knowledge (technology) (Int), Listen (Wis), Piloting (Int), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Quarian Machinist.

Weapon, Armor and Ammo Proficiency: A Quarian Machinist is proficient with all pistols, shotguns and light armor. She can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Tech Points: The Quarian Machinist's tech points are equal to her Intelligence modifier times Quarian Machinist level (minimum of 1). She also gains additional tech points as shown on the Quarian Machinist Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Quarian Machinist has a number of Tech points as mentioned above. If those points are expended during an encounter, she can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, she regains all lost tech points.

By spending 2 actions, the Quarian Machinist can recover a number of Tech points equal to her Wisdom modifier. She can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to her Shields, Plating or her Hit Points, the entire effort is expended without effect.

Shield Bonus: At each level, the Quarian Machinist increases the shield capacitors of her armor thus gaining a bonus to shield as shown on the Quarian Machinist Class Progression table (the numbers in the table represent the total shield bonus at each level, not the number of shield bonus each level provides).

Tech Specialization: At 1st level, the Quarian Machinist gains 3 specializations, for Tech powers. Starting 2nd level and every two levels thereafter the Quarian Machinist gains instead 2 specializations. At 3rd level and every two levels thereafter the Quarian Machinist gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Quarian Machinist possesses.

She can only apply specializations, to increase ranks, on Tech powers to which she meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Quarian Machinist possesses. One Tech Specialization improves the current rank of an Ammo power the Quarian Machinist possesses by 1. See Ammo powers for further details.

Shield Boost: Starting 3rd level, the Quarian Machinist can spend a full-round action to boost her Shields by issuing commands from her omni-tool.

This recovers an amount of Shield HP lost equal to 10 + 1 per Quarian Machinist level. The amount regained cannot exceed the character's maximum Shield HP

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or her Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

She can use this ability a number of this per encounter equal to her Wisdom modifier +1 (minimum of 1).

Improved Shield Boost: At 12th level the Quarian Machinist's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Quarian Machinist level.

SALARIAN SCIENTIST

Salarian Scientists are similar to Engineers in many ways but they prefer to study biology rather than electronic systems – although they still have some training in those. As such, they focus more on tech powers that affect organics rather than use tech powers to disable synthetics or destroy the Shields of others. Salarian Scientist can't use the *Combat Drone* tech power.

Only salarians can select this class.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

GAME RULE INFORMATION

Salarian Scientists have the following game statistics.

Abilities: Salarian Scientists benefit from high Intelligence, which improves their tech abilities.

Hit Dice: d6

CLASS SKILLS

The Salarian Scientist class skills (and the key ability for each skill) are Decryption (Int), Electronics (Int), First Aid (Wis), Hacking (Int), Investigate (Int), Knowledge (all, taken individually) (Int), Medicine (Int), Repair (Int), Research (Int) and Search (Int).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Salarian Scientist.

Weapon, Armor and Ammo Proficiency: A Salarian Scientist is proficient with all pistols, submachine guns and light armor. He can also apply any ammo specialization increase to the following ammo types: chemical ammo.

Tech Points: A Salarian Scientist starts the game with a number of tech points equal to his Intelligence modifier times Salarian Scientist level (minimum of 1). He also gains additional tech

Salarian Scientist Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+0	+2	+1	3× Tech Specialization
2	+1	+0	+0	+3	+2	2× Tech Specialization
3	+1	+1	+1	+3	+3	Tech Specialization
4	+2	+1	+1	+4	+4	2× Tech Specialization
5	+2	+1	+1	+4	+5	Tech Specialization, Emergency First Aid
6	+3	+2	+2	+5	+6	2× Tech Specialization
7	+3	+2	+2	+5	+7	Tech Specialization
8	+4	+2	+2	+6	+8	2× Tech Specialization
9	+4	+3	+3	+6	+9	Tech Specialization
10	+5	+3	+3	+7	+10	2× Tech Specialization, Enhanced First Aid
11	+5	+3	+3	+7	+11	Tech Specialization
12	+6	+4	+4	+8	+12	2× Tech Specialization
13	+6	+4	+4	+8	+13	Tech Specialization
14	+7	+4	+4	+9	+14	2× Tech Specialization
15	+7	+5	+5	+9	+15	Tech Specialization
16	+8	+5	+5	+10	+16	2× Tech Specialization
17	+8	+5	+5	+10	+17	Tech Specialization
18	+9	+6	+6	+11	+18	2× Tech Specialization
19	+9	+6	+6	+11	+19	Tech Specialization
20	+10	+6	+6	+12	+20	2× Tech Specialization

points as shown on the Salarian Scientist Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Salarian Scientist has a number of Tech points as mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Salarin Scientist can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Salarian Scientist gains 3 specializations, for Tech powers. Starting 2nd level and every two levels thereafter the Salarian Scientist gains instead 2 specializations. At 3rd level and every two levels thereafter the Salarian Scientist gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers he possesses.

He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any ammo power the Salarian Scientist possesses. One Tech Specialization improves the current rank of an ammo Power the Salarian Scientist possesses by 1. See Ammo Powers for further details.

Emergency First Aid: Starting 5th level, the Salarian Scientist can use medi-gel with a 1 action, instead of a full-round action.

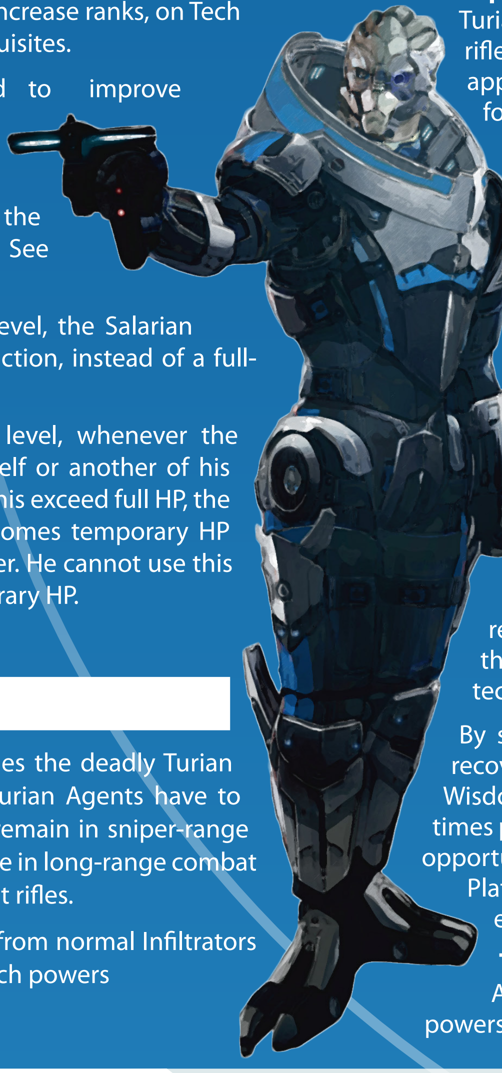
Enhanced First Aid: Starting 10th level, whenever the Scientist uses medi-gel to heal himself or another of his allies, he heals 50% more HP. Should this exceed full HP, the amount of healing that exceeds becomes temporary HP that last until the end of the encounter. He cannot use this ability if the target already has temporary HP.

TURIAN AGENT

From the greater turian military comes the deadly Turian Agent. They benefit from the best Turian Agents have to offer but instead of being forced to remain in sniper-range combat, Turian Agents can also engage in long-range combat thanks to their proficiency with assault rifles.

Turian Agents difference themselves from normal Infiltrators by having a superior knowledge of Tech powers

Only turians can select this class.



Starting Credits: 1230 + 5d4 × 30 (average 1590)

GAME RULE INFORMATION

Turian Agents have the following game statistics.

Abilities: Turian Agents benefit from high Intelligence, which improves their tech abilities and a high Dexterity score which improves their stealth skills and their aim.

Hit Dice: d8

CLASS SKILLS

The Turian Agent class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Damping (Int), Decryption (Int), Electronics (Int), Hacking (Int), Hide (Dex), Investigate (Int), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Piloting (Int), Repair (Int), Search (Int), Spot (Wis) and Survival (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Turian Agent.

Weapon, Armor and Ammo Proficiency: A Turian Agent is proficient with all pistols, assault rifles, sniper rifles and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo.

Tech Points: The Turian Agent's tech points are equal to his Intelligence modifier times Turian Agent level (minimum of 1). He also gains additional tech points as shown on the Turian Agent Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Turian Agent has a number of Tech points as mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Turian Agent can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes attacks of opportunity. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level the Turian Agent gains 2 specializations, for Tech powers, and one for each level thereafter. At level

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+2	+0	+0	2× Tech Specialization, 2× Combat Specialization
2	+1	+0	+3	+0	+1	Tech Specialization, Combat Specialization, Time Slow
3	+2	+1	+3	+1	+1	Tech Specialization, Combat Specialization, Shield Boost
4	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
5	+3	+1	+4	+1	+2	2× Tech Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Tech Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Tech Specialization, Combat Specialization
8	+6	+2	+6	+2	+4	Tech Specialization, Combat Specialization, Improved Time Slow
9	+6	+3	+6	+3	+4	2× Tech Specialization, Combat Specialization, Medium Armor Proficiency
10	+7	+3	+7	+3	+5	Tech Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Tech Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization Improved Shield Boost
13	+9	+4	+8	+4	+6	2× Tech Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Tech Specialization, Combat Specialization, Greater Time Slow
15	+11	+5	+9	+5	+7	Tech Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	2× Tech Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Tech Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Tech Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Tech Specialization, Combat Specialization, Supreme Time Slow

Turian Agent Class Progression Table

5th, and every 4 levels thereafter, the Turian Agent gains 2 Tech specializations instead. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Turian Agent possesses.

He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Turian Agent possesses. One Tech Specialization improves the current rank of an Ammo power the Turian Agent possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Turian Agent gains 2 specializations, for Combat powers, and one for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Turian Agent possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Turian Agent possesses. One Combat Specialization improves the current rank of an Ammo power the Turian Agent possesses by 1. See Ammo powers for further details.

Time Slow: At 2nd level, whenever the Turian Agent uses the *Aiming* action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever the Turian Agent uses the *Aiming* action with a sniper rifle. It lasts 2 actions and provides him a +1 bonus to attack per 2 Turian Agent levels. In addition, while this ability lasts the Critical Threat Range of the sniper rifle the Agent wields increases by 1.

Shield Boost: Starting 3rd level, the Turian Agent can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This regenerates an amount of Shields equal to 10 + 1 per Turian Agent level.

This action provokes attacks of opportunity normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier (minimum of 1).

Improved Time Slow: At 8th level, the Turian Agent's time slow ability improves and now lasts 4 actions.

Medium Armor Proficiency: At 9th level, the Turian Agent gains proficiency with Medium Armors.

Improved Shield Boost: At 12th level the Turian Agent's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Turian Agent level.

Greater Time Slow: At 14th level, the Turian Agent's time slow ability improves. Now the Critical Threat Range increase is now 2, instead of 1.

Supreme Time Slow: At 20th level, the Turian

Agent's time slow ability reaches its mastery and lasts 6 actions instead of 4. Also, the critical multiplier of any sniper rifle is increased by 1 when this ability is active.

VOLUS PROTECTOR

Volus aren't physically fit for combat. The constant need for an environmental suit that, if ruptured, can lead to a quick death poses considerable risks when engaging in combat. Plus, volus are a race of barters and merchants, not true warriors. But that doesn't mean they are useless. In fact, since they need to avoid front-line engagements, the volus have developed some of the best biotic-supporters: the Volus Protector. Capable of creating strong biotic barriers to protect his allies, and even armed with the *Tactical Cloak* power, the Volus Protector can become a vital member of any team, patching up allies and protecting those in need while being able to avoid enemy fire.

The Volus Protector is a specific class for the Volus race.

Starting Credits: 1200 + 5d4 × 30 (average 1560)

GAME RULE INFORMATION

Volus Protectors have the following game statistics.

Abilities: Volus Protectors benefit from high Charisma since it affects his biotic powers. Some Intelligence might be useful to use the *Tactical Cloak* power.

Hit Dice: d8

CLASS SKILLS

The Volus Protector class skills (and the key ability for each skill) are Balance (Dex), Biotics (Int), Climb (Str), Electronics (Int), First Aid (Wis), Gamble (Cha), Jump (Str), Knowledge (biology) (Int), Knowledge (tactics) (Int), Listen (Wis), Medicine (Int), Piloting (Int), Repair (Int), Spot (Wis), Survival (Wis) and Tumble (Dex)

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the Volus Protector

Weapon, Armor and Ammo Proficiency: Proficient with all pistols, submachine guns and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo or cryo ammo.

Volus Protector Class Progression Table

Level	Base Attack Bonus	Fort	Ref	Will	Biotic Points	Tech Points	Special
1	+0	+0	+2	+0	+0	+0	Combat Specialization; Biotic Specialization; Tactical Cloak rank 1, Tumble bonus
2	+1	+0	+3	+0	+1	+1	Combat Specialization; Biotic Specialization
3	+2	+1	+3	+1	+1	+1	Combat Specialization; Biotic Specialization
4	+3	+1	+4	+1	+2	+2	Combat Specialization; Biotic Shield Dome rank 1
5	+3	+1	+4	+1	+2	+2	Combat Specialization; Biotic Specialization; Shield Boost
6	+4	+2	+5	+2	+3	+2	Combat Specialization; Biotic Specialization
7	+5	+2	+5	+2	+3	+3	Combat Specialization; Biotic Specialization; Emergency First Aid
8	+6	+2	+6	+2	+4	+3	Combat Specialization; Biotic Specialization
9	+6	+3	+6	+3	+4	+3	Combat Specialization; Biotic Specialization
10	+7	+3	+7	+3	+5	+3	Combat Specialization; Biotic Specialization; Biotic Shield Dome Specialization
11	+8	+3	+7	+3	+5	+4	Combat Specialization; Biotic Specialization
12	+9	+4	+8	+4	+6	+4	Combat Specialization; Biotic Specialization; Medium Armor Proficiency
13	+9	+4	+8	+4	+6	+4	Combat Specialization; Biotic Specialization
14	+10	+4	+9	+4	+7	+4	Combat Specialization; Biotic Specialization
15	+11	+5	+9	+5	+7	+4	Combat Specialization; Biotic Specialization; Improved Shield Boost
16	+12	+5	+10	+5	+8	+5	Combat Specialization; Biotic Specialization; Biotic Shield Dome Greater Specialization
17	+12	+5	+10	+5	+8	+5	Combat Specialization; Biotic Specialization
18	+13	+6	+11	+6	+9	+5	Combat Specialization; Biotic Specialization
19	+14	+6	+11	+6	+9	+5	Combat Specialization; Biotic Specialization
20	+15	+6	+12	+6	+10	+5	Combat Specialization; Biotic Specialization

Biotic Points: The Volus Protector's biotic points are equal to his Charisma modifier times Volus Protector level (minimum of 1). He also gains additional biotic points as shown on the Volus Protector Class Progression table (the numbers in the table represent the total bonus of biotic points at each level, not the number of points each level provides).

At the start of each encounter, the Volus Protector has a number of biotic points has mentioned above. If those points are expended during an encounter, he can no longer use biotic powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost biotic points.

By spending 2 actions, the Volus Protector can recover a number of Biotic points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Biotic Specialization: At every level, with exception of 4th level, the Volus Protector gains 1 Biotic Specialization.

These specializations are used to gain ranks in new Biotic powers or to increase the rank level of Biotic powers the Volus Protector possesses.

He can only apply specializations, to increase ranks, on Biotic powers to which she meets the prerequisites.

Biotic Specializations can be used to improve the rank level of any Ammo power the Volus Protector possesses. One Biotic Specialization improves the current rank of an Ammo power the Volus Protector possesses by 1. See Ammo powers for further details.

Tech Points: The Volus Protector's tech points are equal to his Intelligence modifier times Volus Protector level (minimum of 1). He also gains additional tech points as shown on the Volus Protector Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Volus Protector has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Volus Protector can recover a number of tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tactical Cloak: The Volus Protector starts with rank 1 of the Tactical Cloak tech power.

Tumble Bonus: The Volus Protector gains a bonus to Tumble checks equal 1/4 his level.

Biotic Shield Dome: At 4th level, the Volus Protector gains the 1st rank in the Biotic Shield Dome power, even if he doesn't meet the prerequisites.

Shield Boost: Starting 5th level, the Volus Protector can spend a full-round action to boost his Shields by issuing commands from his omni-tool. This recovers an amount of Shield HP lost equal to 10 + 1 per Volus Protector level. The amount regained cannot exceed the character's maximum Shield HP

This action provokes AoO normally and should any damage be dealt to his Shields, Plating or his Hit Points, the action is expended without effect.

This ability has a cooldown of 10 actions.

He can use this ability a number of this per encounter equal to his Wisdom modifier +1 (minimum of 1).

Emergency First Aid: Starting 7th level, the Volus Protector can use medi-gel with a 1 action, instead of a full-round action.

Biotic Shield Dome Specialization: Starting 10th level, whenever the Volus Protector uses his Biotic Shield Dome power, he increases the Biotic Shield Dome Shield HP by an amount equal to Wis modifier × 5 and provide it with Shield HP DR 1

Medium Armor Proficiency: At 12th level, a Volus Protector gains proficiency with Medium Armors.

Improved Shield Boost: At 15th level the Volus Protector's shield boost ability improves and now regenerates an amount equal to 10 + 2 per Volus Protector level

Biotic Shield Dome Greater Specialization: Starting 16th level, whenever the Volus Protector uses his Biotic Shield Dome power, he increases the Biotic Shield Dome Shield HP by an additional amount equal to Wis modifier × 5 and provide it with an additional Shield HP DR 1

VORCHA HUNTER

Considered as scum and worthless by the rest of the galaxy, the vorcha truly lack intellect and wisdom to stand at the same level as any other race in terms of political and social interaction. However, they can make up for it with a natural verocity and primal instinct alone.

A vorcha hunter is one that stays true to this primal nature, gaining bonuses to their racial abilities while using some more "civilized" powers.

The Vorcha Hunter is a specific class for the Vorcha race.

Starting Credits: 1230 + 5d4 × 30 (average 1590)

GAME RULE INFORMATION

Vorcha Hunter have the following game statistics.

Abilities: Vorcha Hunter benefit from high physical stats, since it helps them stay in battle longer.

Hit Dice: d8

Level	Base Attack Bonus	Fort	Ref	Will	Tech Points	Special
1	+0	+0	+2	+0	+0	2× Tech Specialization; Combat Specialization; Charge Mastery; Bonus Speed; Improved Nightvision
2	+1	+0	+3	+0	+1	Tech Specialization, Combat Specialization
3	+2	+1	+3	+1	+1	Tech Specialization, Combat Specialization; Natural Ferocity
4	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization; Enhanced Resistance
5	+3	+1	+4	+1	+2	Tech Specialization, Combat Specialization
6	+4	+2	+5	+2	+3	Tech Specialization, Combat Specialization
7	+5	+2	+5	+2	+3	Tech Specialization, Combat Specialization; Prey
8	+6	+2	+6	+2	+4	Tech Specialization, Combat Specialization
9	+6	+3	+6	+3	+4	Tech Specialization, Combat Specialization; Medium Armor Proficiency
10	+7	+3	+7	+3	+5	Tech Specialization, Combat Specialization
11	+8	+3	+7	+3	+5	Tech Specialization, Combat Specialization
12	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization
13	+9	+4	+8	+4	+6	Tech Specialization, Combat Specialization
14	+10	+4	+9	+4	+7	Tech Specialization, Combat Specialization
15	+11	+5	+9	+5	+7	Tech Specialization, Combat Specialization
16	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
17	+12	+5	+10	+5	+8	Tech Specialization, Combat Specialization
18	+13	+6	+11	+6	+9	Tech Specialization, Combat Specialization
19	+14	+6	+11	+6	+9	Tech Specialization, Combat Specialization
20	+15	+6	+12	+6	+10	Tech Specialization, Combat Specialization

Vorcha Hunter Class Progression Table

CLASS SKILLS

The Vorcha Hunter class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Damping (Int), Electronics (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Repair (Int), Search (Int), Sleight of Hand (Dex), Spot (Wis) and Survival (Wis)

Skill Points at 1st Level: (4 + Int modifier) × 4

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Vorcha Hunter.

Weapon, Armor and Ammo Proficiency: Proficient with all pistols, shotguns and light armor. He can also apply any ammo specialization increase to the following ammo types: disruptor ammo or incendiary ammo.

Tech Points: The Vorcha Hunter's tech points are equal to his Intelligence modifier times Vorcha Hunter level (minimum of 1). He also gains additional tech points as shown on the Vorcha Hunter Class Progression table (the numbers in the table represent the total bonus of tech points at each level, not the number of points each level provides).

At the start of each encounter, the Vorcha Hunter has a number of tech points has mentioned above. If those points are expended during an encounter, he can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, he regains all lost tech points.

By spending 2 actions, the Vorcha Hunter can recover a number of Tech points equal to his Wisdom modifier. He can do this any number of times per encounter. Doing so provokes AoO. If any damage is dealt to his Shields, Plating or his Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level the Vorcha Hunter gains 1 specialization, for Tech powers, and another for each level thereafter. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the Vorcha Hunter possesses.

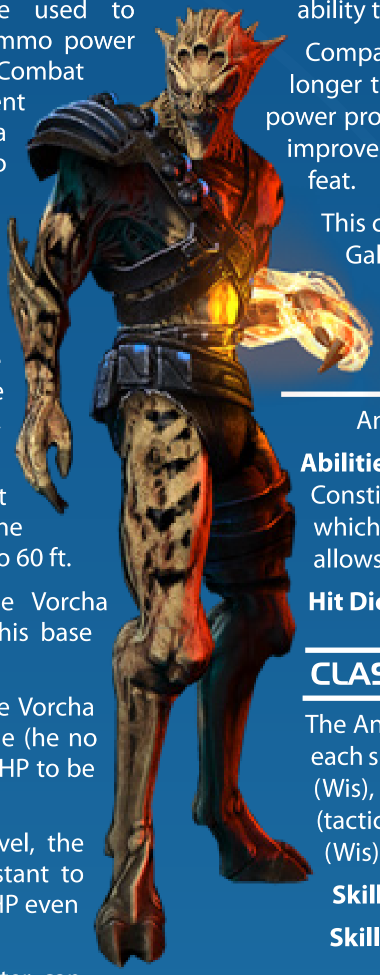
He can only apply specializations, to increase ranks, on Tech powers to which he meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the Vorcha Hunter possesses. One Tech Specialization improves the current rank of an Ammo power the Vorcha Hunter possesses by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the Vorcha Hunter gains 2 specializations, for Combat powers, and one for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Vorcha Hunter possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Vorcha Hunter possesses. One Combat Specialization improves the current rank of an Ammo power the Vorcha Hunter possesses by 1. See Ammo powers for further details.



Charge Mastery: When making a Charge, the Vorcha Hunter can make a Heavy Melee Attack, instead of a normal melee attack, or make two normal melee attacks if he wields two melee weapons (one with each weapon, separately).

Improved Nightvision: At 1st level, Vorcha Hunter increases the natural Vorcha Nightvision range to 60 ft.

Bonus Speed: At 1st level, the Vorcha Hunter gain a +5 ft increase to his base speed.

Natural Ferocity: At 3rd level, the Vorcha Hunter can use Enrage at any time (he no longer needs to suffer damage to HP to be able to activate it)

Enhanced Resistance: At 4th level, the Vorcha Hunter now has his Resistant to Damage bonus DR applied to his HP even when using armors.

Prey: At 7th level, a Vorcha Hunter can select a specific oponent within 60 ft. Whenever the Vorcha makes a Charge or a melee attack against that target, he does so with such savagery that the target must make a Will save DC 10 + 1/2 Vorcha HD + Charisma modifier (if the Vorcha as a negative Charisma modifier, use that as positive for this DC) or is shaken for 1 minute.

This ability can be used a number of times per encounter equal to Strength's modifier (minimum of 1).

This ability can be used with a Free Action and once used it lasts for 10 actions.

Multiple attacks against the target of Prey force a Will save with each attack. The effects, however, don't stack so a shaken character won't become Frightened.

If the target of this feature is killed by the Vorcha Hunter, all its allies within 120 ft must also make a Will save with the same DC or are Shaken for 1 minute.

Medium Armor Proficiency: At 9th level, a Vorcha Hunter gains proficiency with Medium Armors.

ANGARA RESISTANCE FIGHTER

Though the Angara military is in shambles, most of their soldiers have joined the resistance against the kett. For decades, the constant losing battles forces the angara to shift to guerrilla tactics, focusing on ambushes and precision strikes. They make full use of their biolectric ability to improve their durability.

Compared to the Soldier, the Angara Resistance Fighter takes longer to acquire heavy armor proficiency and has fewer ammo power proficiencies. But gain Hide and Move Silently as class skills, improves the Angara biolectric ability and gains the Sneak Attack feat.

This class is only available for campaigns set in the Andromeda Galaxy and is a specific class forthe Angara race.

Starting Credits: 1300 + 5d4 × 20 (average 1540)

GAME RULE INFORMATION

Angara Resistance Fighter have the following game statistics.

Abilities: Angara Resistance Fighter benefits from high Constitution, which improves their hit points, and high Dexterity, which increases their accuracy. Strength is also vital since it allows the Angara Resistance Fighter to wear heavy armor.

Hit Dice: d10

CLASS SKILLS

The Angara Resistance Fighter class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Electronics (Int), First Aid (Wis), Heavy Weapons (Int), Hide (Dex), Jump (Str), Knowledge (tactics) (Int), Listen (Wis), Move Silently (Dex), Repair (Int), Spot (Wis), Swim (Str)

Skill Points at 1st Level: (2 + Int modifier) × 4

Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the Angara Resistance Fighter.

Weapon, Armor and Ammo Proficiency: An Angara Resistance Fighter is proficient with all pistols, shotguns, assault rifles, sniper rifles, light armor and medium armor. He can also apply any ammo specialization increase to the following ammo types: cryo ammo.

Combat Specialization: At 1st level, and every two levels thereafter, the Angara Resistance Fighter gains 2 specializations, for Combat powers. At each other levels he gains only one specialization. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the Soldier possesses.

He can only apply specializations, to increase ranks, on Combat powers to which he meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the Angara Resistance Fighter possesses. One Combat Specialization improves the current rank of an Ammo power the Soldier possesses by 1. See Ammo powers for further details.

Sneak Attack: At 1st level and at levels 10th and 20th, the Angara Resistance Fighter gains the Sneak Attack feat as a bonus feat, even if he does not meet the prerequisites for that feat

Level	Base Attack Bonus	Fort	Ref	Will	Special
1	+1	+2	+0	+0	2× Combat Specialization, Sneak Attack
2	+2	+3	+0	+0	Combat Specialization, Improved Bioelectric Field
3	+3	+3	+1	+1	2× Combat Specialization
4	+4	+4	+1	+1	Combat Specialization, Multiple Bioelectric Field
5	+5	+4	+1	+1	2× Combat Specialization
6	+6	+5	+2	+2	Combat Specialization
7	+7	+5	+2	+2	2× Combat Specialization
8	+8	+6	+2	+2	Combat Specialization, Heavy Armor Proficiency
9	+9	+6	+3	+3	2× Combat Specialization
10	+10	+7	+3	+3	Combat Specialization, Sneak Attack, Multiple Bioelectric Field
11	+11	+7	+3	+3	2× Combat Specialization
12	+12	+8	+4	+4	Combat Specialization
13	+13	+8	+4	+4	2× Combat Specialization
14	+14	+9	+4	+4	Combat Specialization
15	+15	+9	+5	+5	2× Combat Specialization
16	+16	+10	+5	+5	Combat Specialization, Multiple Bioelectric Field
17	+17	+10	+5	+5	2× Combat Specialization
18	+18	+11	+6	+6	Combat Specialization
19	+19	+11	+6	+6	2× Combat Specialization
20	+20	+12	+6	+6	Combat Specialization, Sneak Attack

Angara Resistance Fighter Class Progression Table

Improved Bioelectric Field: At 2nd level, the Angara Resistance Fighter increases his enhanced bioelectric field feature so it provides an additional number of Shield HP or Tech points equal to the Angara Resistance Fighter level.

Multiple Bioelectric Field: At levels 4th, 10th and 16th, the Angara Resistance Fighter gains one additional use per encounter of the Angara enhanced bioelectric field feature.

Heavy Armor Proficiency: At 8th level, the Angara Resistance Fighter gains proficiency with Heavy Armors.

Above 20th level

In some campaigns, especially open-ended ones, characters are likely to reach level 20th eventually (though it may take years of game sessions for it to happen). In campaigns where the characters start at a high level, this is even more likely to occur. So what happens beyond level 20th? There is no class progression above that level, no additional levels. But that doesn't mean the character stops growing.

The level 20th is the pinacle of a character's progression in any given class. Reaching it means the character has little else to learn in that class. Very few reach such heights but those who do simply solidify their knowledge, improving it slightly as time passes.

This section provides rules to deal with characters that grow above level 20th, allowing them to acquire new feats, specializations, skill points, and among other bonuses or even special abilities.

Above 20th level there are no levels so Experience Points are handled differently. When a character reaches 2,600,000 XP, the amount necessary to reach level 20th, create a new character's XP pool starting in 0 and ignore the XP required to advance to the next level. Any excess XP above 2,600,000 the character had at the moment he or she leveled up to level 20th is added to the new XP pool. Any additional XP gained during the campaign is also added to this pool.

As the game progresses, the character's new XP will increase every time the character gains XP but will also decrease whenever the character decides to acquire something (see below). Any new feature presented above costs XP, which is paid from the character's new XP pool, reducing it. If the character does not have enough XP to acquire the feature, then he or she cannot do so until the required XP amount is available.

The features a character above level 20th can acquire, with XP, are the following. Please note that once selected, the cost of XP doubles. For example, is a character wants to acquire a new feat a second time, the XP cost will be 60,000 XP. The character can acquire the same feature multiple times, its effects stack. The only exception are special abilities, which can only be acquired once but the cost is also increased (see below).

Feat: The character acquires a feat to which he or she meets the prerequisites. Initial cost: 30,000 XP.

Specialization: The character acquires a specialization that must match one of the types of specializations granted by the class progression of the character. Initial cost: 20,000 XP.

Unique Specialization: The character gains 1 Unique Specialization. Initial cost: 50,000 XP.

Skill Points: The character gains 1 skill point. Initial cost: 5,000 XP.

Skill Bonus: The character gains a +1 bonus on checks with 3 different skills. Initial cost: 20,000 XP.

Maximum Skill Ranks: The character increases the maximum skill ranks by 1. Initial cost: 20,000 XP.

Normal HP: The character gains 5 normal HP. Initial cost: 10,000 XP.

Shield HP: The character gains 3 Shield HP when wearing armor. Initial cost: 10,000 XP.

Plating HP: The character gains 3 Plating HP but only if the character already has Plating HP provided by its race or an item. Initial cost: 10,000 XP.

Save Bonus: The characters gains a +1 bonus on a specific saving throw. Initial cost: 12,000 XP.

Attack Bonus: The character gains a +1 bonus on all attack rolls. Initial cost: 50,000 XP.

Defense Bonus: The character gains a +1 bonus to its Defense (but not Surprised Defense). Initial cost: 40,000 XP.

Ability Score: The character increases one of his or her ability scores by 1. Initial cost: 120,000 XP.

Special abilities can also be acquired with XP. However, the cost of a special ability increases depending on how many special abilities the character already acquired. If the character has acquired one special ability, the cost of the new one is doubled. If the character has acquired two special abilities, the cost is tripled. If the character has acquired three, the cost is quadrupled. And so on.

Always First: The character gains a +10 bonus on Initiative checks. Initial cost: 12,000 XP.

Deadly Grenades: Grenades and grenade powers used by the character deal an additional +2d6 points of damage. Initial cost: 18,000 XP.

Devastating Power: The character can choose to spend double the biotic or tech points to double the damage done by one of his or her biotics or tech powers. This applies only to powers that deal damage when activated and not to powers that deal damage over time or powers that create contructs capable of attacking. Initial cost: 50,000 XP.

Environmental Resistance: Reduce any environmental hazard by 1. Initial cost: 30,000 XP.

Fast Dodge: Once per round, the character can completely ignore one shot that just hit him or her This ability cannot be used against critical hits. Initial cost: 28,000 XP.

Fast Recovery: Spend 1 Normal Action to immediately regain all lost Biotic points or all lost Tech points. This can only be performed once per encounter. Initial cost: 42,000 XP.

Fast Runner: The character's speed increases by +5 ft. Initial cost: 13,000 XP.

Faster Biotic Recharge: The character's biotic powers that have a cooldown have their cooldown reduced by 1 action (minimum of 1). Initial cost: 35,000 XP.

Faster Combat Recharge: The character's combat powers that have a cooldown have their cooldown reduced by 1 action (minimum of 1). Initial cost: 28,000 XP.

Fast Stand Up: The character can stand up from Prone or Crouched positions with 1 Free Action. Initial cost: 20,000 XP.

Faster Tech Recharge: The character's tech powers that have a cooldown have their cooldown reduced by 1 action (minimum of 1). Initial cost: 35,000 XP.

Headshot: If you roll a natural 20 on your attack roll and manage to deal damage against the target's normal HP, you immediately kill it with a headshot. This only works against creatures with a discernable head of the same size or lower than the character. Initial cost: 60,000 XP.

Immediate Shield Recovery: The character can immediately spend 1 Free Action to regain 50% of his or her maximum Shield HP. This can be used once per encounter and can only be used when the character has less than 50% of his or her maximum Shield HP. Initial cost: 44,000 XP.

Increased Resistance: The character increases his or her normal HP DR by 1. Initial cost: 45,000 XP.

More Ammo: The character doubles the amount of thermal clips it can carry. Initial cost: 8,000 XP.

More Grenades: The character doubles the amount of grenades it can carry. Initial cost: 13,000 XP.

No Attacks of Opportunity: The character no longer provokes Attacks of Opportunity. Initial cost: 17,000 XP.

No Running Start: Whenever the character makes a Jump check, it is considered he or she always has a running start. Initial cost: 7,000 XP.

Precision Striker: Increases the Critical Hit threat range by 1 for all attacks the character makes. Initial cost: 70,000 XP.

Reduced Biotic Cost: The character's biotic powers have their cost reduced by 1 biotic point (minimum of 1). Initial cost: 35,000 XP.

Reduced Tech Cost: The character's tech powers have their cost reduced by 1 tech point (minimum of 1). Initial cost: 35,000 XP.

Second Chances: When making a saving throw, the character can choose to reroll the d20 dice but must accept the second result. This can only be used once per round. Initial cost: 28,000 XP.

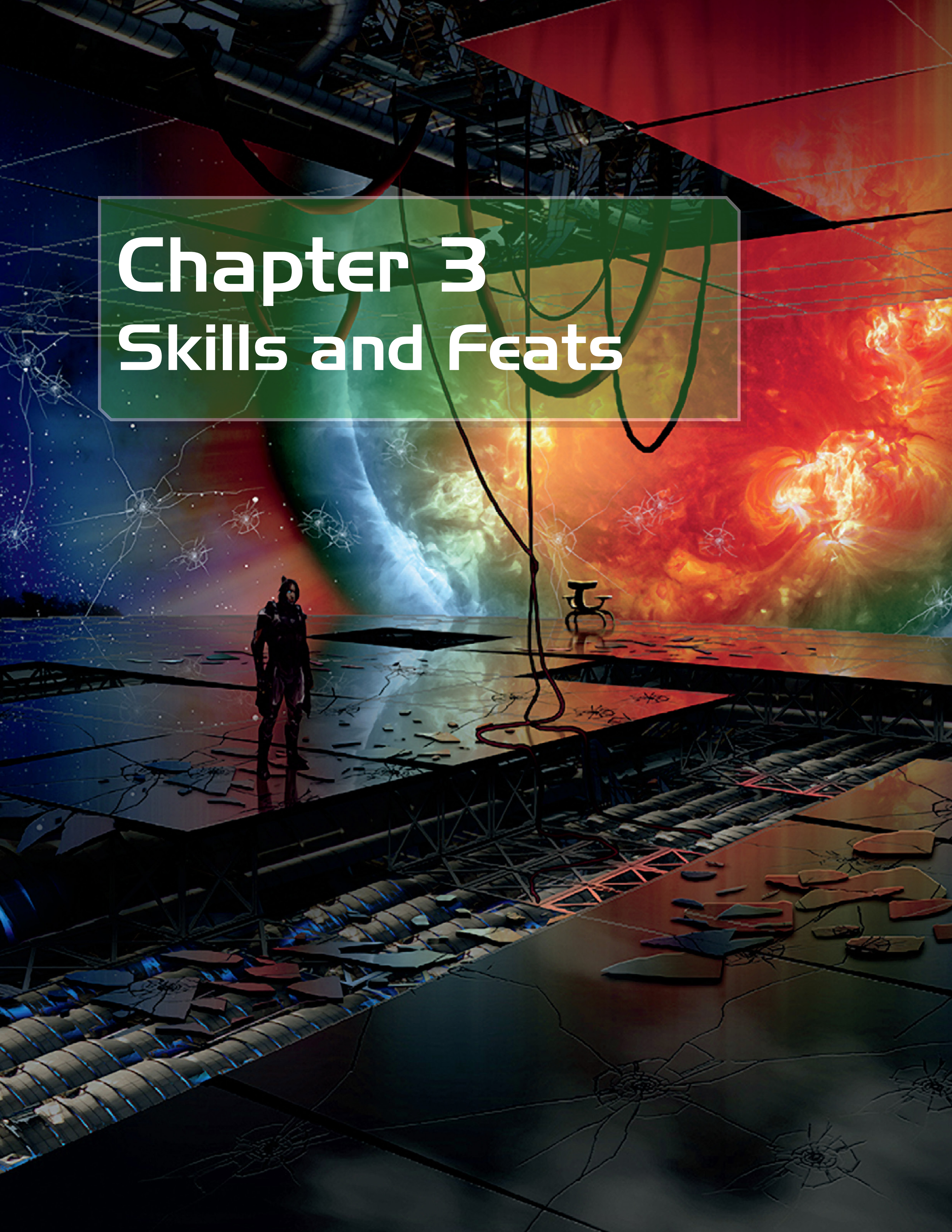
Second Wind: The character can immediately spend 1 Free Action to regain 50% of his or her maximum normal HP. This can be used once per encounter and can only be used when the character has less than 50% of his or her maximum normal HP. Initial cost: 32,000 XP.

Strong Back: The character increases the carrying capacity by 50%. Initial cost: 18,000 XP.

Stronger Plating: Whenever the character has Plating HP; increase the Plating HP DR by 1. Initial cost: 30,000 XP.

Chapter 3

Skills and Feats



Skills

Skills represent a varied number of common tasks available to any character and NPC. They are used in a daily basis, some more than others depending on the character's class, job and role in society. As one becomes more experienced, and gains new levels with such experience increase, he also increases his ability to certain tasks.

Some skills represent a general training and understanding required for some classes, such as the Biotics skill for classes that employ biotic powers.

Getting Skills: A character gains skill points according to the class in which he gained a level. If that level is the 1st character level, the total number of skill points gained is multiplied by 4.

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. If you buy other classes' skills (cross-class skills), you get 1/2 rank per skill point. Your maximum rank in a skill is your character level + 3. Remember that while 1/2 ranks do not provide any bonuses, they allow a character to consider the skill, in which they just have 1/2 ranks, as a skill the character is trained in.

Using Skills: To make a skill check, roll:

1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers)

This roll works just like an attack roll or a saving throw – the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, an infiltrator needs to beat the guard's Listen check result with her own Move Silently check result.

Skill Ranks: A character's number of ranks in a skill is based on how many skill points a character has invested in it. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

Ability Modifier: The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skill's use). The key ability of each skill is noted in its description.

Miscellaneous Modifiers: Miscellaneous modifiers include racial bonuses, armor check penalties and bonuses provided by feats, favorable or unfavorable conditions (this bonus is granted by the GM, if he so decides it), among others.

Acquiring Skill Ranks

Ranks indicate how much training or experience your character has with a given skill. Each of his or her skills has a rank, from 0 (for a skill in which your character has no training at all) to a number equal to 3 + character level (for a character that has increased a skill to its maximum rank). When making a skill check, you add your skill ranks to the roll as part of the skill modifier, so the more ranks you have, the higher your skill check result will be.

Ranks tell you how proficient you are and reflect your training in a given skill. In general, while anyone can get a lucky roll, a character with, for example, 10 ranks in a given skill has a higher degree of training and expertise in that skill and a higher chance of succeeding in a task involving that skill than a character with 9 ranks or fewer.

With each level up, the character is awarded additional skill points to buy skill ranks with.

Using Skills

When your character uses a skill, you make a skill check to see howwell he or she does. The higher the result of the skill check, the better. Based on the circumstances, your result must match or beat a particular number (a DC or the result of an opposed skill check) for the check to be successful. The harder the task, the higher the number you need to roll.

Circumstances can affect your check. A character that is free to work without distractions can make a careful attempt and avoid simple mistakes. A character who has lots of time can try over andover again, thereby assuring the best outcome. If others help, the character may succeed where otherwise he or she would fail.

Skill Checks

A skill check takes into account a character's training (skill rank), natural talent (ability modifier) and luck (the die roll). It may also take into account his or her race's knack for doing certain things (racial bonus), what the character is carrying (load penalty), or a certain feat the character possesses, among other things.

To make a skill check, roll 1d20 and add your character's skill modifier for that skill. The skill modifier incorporates the character's ranks in that skill and the ability modifier for that skill's key ability, plus any other modifiers that may apply. Unlike with attack rolls and saving throws, a natural roll of 20 on the d20 is not an automatic success and a natural roll of 1 is not an automatic failure.

Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check in order to succeed.

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to

Examples of opposed checks: Task	Skill (key ability)	Opposing Skill (key ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone	Disguise (Cha)	Spot (Wis)
Win a ship race	Piloting (Int)	Piloting (Int)
Hide from someone	Hide (Dex)	Spot (Wis)
Make bully back down	Intimidate (Cha)	See Intimidate skill description
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Make a coin disappear in your sleeve	Sleight of Hand (Dex)	Spot (Wis)

another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie. For example, to sneak up on someone, you make a Move Silently check. Anyone who might hear you can make a Listen check to react to your presence. For the opponent to hear you, his or her Listen check result must exceed your Move Silently check result.

Untrained Skill Checks

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no ranks in the skill. Any other applicable modifiers are applied to the check.

Many skills can be used only by someone who is trained in them. If you don't have Electronics, for example, you just don't know enough of circuits, electric systems and software to try and breakdown the simplest of firewalls protecting a data core.

Access to Skills

The rules assume that a character can find a way to learn any skill. For instance, if a character wants to learn Gamble, nothing in the rules exists to stop him. However, the GM is in charge of the universe and makes all the decisions about where one can learn certain skills and where one can't. While the same character is living on a small colony where there is little or no gamble, for example, the GM can decide that he has no way of learning to be a professional Gambler. It's up to the GM to say whether a character can learn a given skill in a given setting.

Time and Skill Checks

Using a skill might take an action, several actions, a round, take no time, or take several rounds or even longer. Types of actions define how long activities take to perform within the time of a combat round (6 seconds) and how movement is treated with respect to the activity (see Action Types). Some skill checks are instant and represent reactions to an event, others are included as part of an action and aren't considered as actions. Other skill checks represent partof movement. The distance you jump when making a Jump check, for example, is part of your movement. Each skill description specifies the time required to make a check.

Practically Impossible Tasks

Sometimes you want to do something that seems practically impossible. In general, a task considered practically impossible has a DC of 40, 60, or even higher (or it carries a modifier of +20 or more to the DC).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible skill and luck.The GM decides what is actually impossible and what is merely practically impossible. Characters with very high skill modifiers are capable of accomplishing incredible, almost unbelievable tasks, just as characters with very high combat bonuses are.

Checks without Rolls

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions and eliminate the luck factor.

Taking 10: When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. Distractions or threats (such as combat) make it impossible for a character to take 10.

Taking 20: When you have plenty of time, you are faced with no threats or distractions and the skill being attempted carries no penalties for failure, you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right and it assumes that you fail many times before succeeding. Taking 20 takes twenty times as long as making a single check would take.

Since taking 20 assumes that the character will fail many times before succeeding, if you take 20 on a skill that carries penalties for failure (for instance, an Electronics check to disarm a bomb), your character would automatically incur those penalties before completing the task (in this case, the bomb wouldmost likely set off).If take 20 is possible, so is

Skill Synergy: 5 or more ranks in…	Gives a +2 bonus on
Balance	Climb checks
Bluff	Diplomacy checks
Bluff	Intimidate checks
Bluff	Sleight of Hand checks
Bluff	Disguise checks to act in character while being observed by another
Jump	Balance checks
Knowledge (behavior sciences)	Diplomacy checks
Knowledge (behavior sciences)	Bluff checks
Knowledge (biology)	Medicine checks
Knowledge (business)	Diplomacy checks when haggling
Knowledge (current events)	Gather Information checks
Knowledge (history)	Perform (oratory) checks
Knowledge (popular culture)	Gather Information checks
Knowledge (technology)	Electronics checks
Knowledge (technology)	Repairs checks
Knowledge (theology and philosophy)	Diplomacy checks
Perform (act)	Disguise checks to act in character
Perform (dance)	Balance checks
Perform (oratory)	Diplomacy checks
Perform (sing)	Gather Information checks
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Tumble	Balance checks
Tumble	Jump checks

take 10.

Ability Checks: The normal take 10 and take 20 rules apply for ability checks.

Combining Skill Attempts

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Aid Another

You can help another character achieve success on a skill check by making the same kind of skill check in a cooperative effort.To do so, you must make a check for the intended skill against a DC of 10. If you succeed, you provide a +2 bonus to your ally's skill check. Multiple allies can make an Aid Another but the GM might impose limitations.

Aid Another cannot be used for social skills and the Sense Motive skill unless all characters are actively interacting and talking.

If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check (you can't take 10 on a skill check to aid another). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as he or she sees fit for the given conditions.

In cases where the skill restricts who can achieve certain results (such as with Electronics), you can't aid another to grant a bonus to a task that your character couldn't achieve alone.

Skill Synergy

It's possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 bonus on skill checks with each of its synergistic skills, as noted in the skill description and on table above. In some cases, this bonus applies only to specific uses of the skill in question, and not to all checks. Some skills provide benefits on other checks made by a character, such as those checks required to use certain class features.

Your GM may limit certain synergies if desired, or may add more synergies for specific situations.

When one check isn't enough: Sometimes the GM might decide that a certain action requires the character to roll more than one different skill check (for example: trying to extract information from a high secure software firm could require a Hacking skill check followed by a Decryption skill check).

Ability Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. The GM assigns a Difficulty Class, or sets up an opposed check when two characters are engaged in a contest using one ability score or another.

In some cases (especially those with prolonged use of a specific ability score) an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a Strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, roll a die.

Skills with Prerequisites

Some skills require the character to meet some prerequisites before he can use that skill or buy ranks for it. Hacking, for example, can't possibly be used if the character hasn't some knowledge of electronics.

Skills that have prerequisites cannot be used untrained, with exception of social skills (Diplomacy and Intimidate).

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Sometimes skills can be used for purposes not mentioned here (example, a bunch of pilotsmight be impressed by making a Pilot check).

Balance

You can keep your balance in situations that could otherwise make you fall, such as a narrow edge.

- **Ability:** Dex
- **Load Check Penalty:** Yes
- **Training:** No
- **Take 10 or 20:** No

Check: You make a Balance check as part of a movement. A successful check lets you move half your speed for 1 round, along a precarious surface. You can move at full speed with a Balance check if you take a -5 penalty and you can even make a run in that round if you take a -20 penalty on the check. A failure by 4 or less means you can't move for 1 round. A failure for 5 or more means you fall. The DC of the Balance check varies with the surface, as detailed in the tables above.

Narrow Surface	Balance DC
12 – 18[2] inches wide	10
6 – 12 inches wide	15
3 – 5 inches wide	20
Less than 3 inches wide	30
Difficult Surface	**Balance DC[1]**
Uneven Terrain	12
Moving Surface	14
Violently Moving Surface	18

Surface Modifiers	DC Modifier[4]
Lightly obscured (scree, light debris)	+2
Severely obstructed (natural cavern floor, heavy debris)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angle	+2
Degrading Narrow Surface (unstable narrow surface, falling debris)[3]	+4

1. Only if running or charging. Failure by 4 or less means the creature can't do so, but can otherwise act normally.
2. Above 21 inches no check is necessary but squeezing movement and combat rules apply if space is lower than 5 ft
3. Only applies to Narrow Surface
4. These modifiers stack

Note: The table on the right presents Narrow Surfaces for medium sized creatures. For smaller sized creatures just reduce by half the value indicated on the table for each size reduction (example: a Balance check DC 15 represents a Narrow Surface of 3 – 6 inches wide for small creatures and a Narrow Surface of 1,5 – 3 inches wide for a tiny creature). For larger sized creatures double the value indicated on the table for each size increase (example: a Balance check DC 15 represents a Narrow Surface of 12 – 24 inches wide for large creatures and a Narrow Surface of 24 – 48 inches wide for huge creatures).

Being attacked while Balancing: You are considered flat-footed while balancing. If you have 5 or more ranks in Balance, you aren't considered flat-footed while balancing. If you take damage directly to your HP, while balancing, you must succeed on another Balance check against the same DC or fall either from the Narrow Surface or fall prone on the Difficult Surface.

Resist Trip: If you have 8 or more ranks in Balance, you can make a Balance check in place of a Strength or Dexterity check to avoid being tripped by an opponent. You take a -8 penalty on your Balance check. If you succeed you are not tripped and you may not attempt to trip your opponent.

Synergy: If you have 5 or more ranks in Balance, you gain a +2 bonus on Climb checks.

Biotics

You can identify biotic powers and understand how they work. This skill is also vital to all biotic users as it *determines their power capabilities.*

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: Use this skill to determine the effects of an incoming biotic power or of one already in use. The typical DC for this check is 16 + number of specialization of the power. It requires no more than a free action to identify the power and you can even use this check during the round of an opponent, to identify any power he might be using.

Biotic users also need a certain number of ranks in this skill to be able to access biotic powers.

Try Again: Yes but only for powers that have a duration other than instantaneous.

Bluff

You can make the outrageous or the untrue seem plausible, or use doublespeak to deliver a secret message to another character. The skill encompasses acting, conning, fast talking, misdirection, prevarication and misleading body language.

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: A Bluff check is opposed by the target's Sense Motive check. A Bluff check made as part of a general interaction is at least a full-round action, but it can take much longer if you try something more elaborate.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. The following table provides modifiers depending on the circumstance.

A successful Bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. Bluff, however, is not a mind controlling effect. For example, you could use bluff to put a shopkeeper off guard by saying there is an object on the ground. At best, such a bluff would make the shopkeeper glance down. It would not cause him to ignore you and try topick up the object.

Circumstance	Modifier
Target wants to believe you	-5
Bluff is believable and doesn't affect the target much	+0
Bluff is a little hard to believe or puts the target at risk	+5
Bluff is hard to believe or puts the target at great risk	+10
Bluff is almost too incredible to consider	+20

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

Creating a Diversion to Hide: You can use the Bluff skill to help you hide. A successful Bluff check gives you the momentary diversion you need to attempt a Hide check while people are aware of you.This usage does not provoke an attack of opportunity.

Delivering a Secret Message: You can use Bluff to get a message to another character without others understanding it. The DC is 15 for simple messages, or 22 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make a Sense Motive check opposed by the Bluff check you made in order to intercept your message.

Heckling: You can heckle a performer by taking 1 minute and making a Bluff check opposed by the performer's Concentration check. If you win, the performer must make a new Perform check with a -2 penalty plus an additional -2 for every 5 points in which you won the opposed check. If you lose, the audience sides with the performer, who gains a +2 circumstance bonus on the Perform check for that performance. Some audience members might be unfriendly toward you if the performer's Perform check is successful.You can only make one check to heckle during a given performance.

Feinting in Combat: You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff check opposed by your target's Sense Motive check, but in this case, the target adds its BAB to the roll along with any other applicable modifiers. If your Bluff check result exceeds this special Sense Motive check result, your target is denied its Dexterity bonus to Defense (if any) for the next melee attack you make against it. This attack must be made on your current turn.

Feinting in this way against a non-humanoid – such as an elcor – is difficult because it's harder to read a strange creature's body language; you take a –4 penalty on your Bluff check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a –8 penalty. Against a non-intelligent creature, it's impossible.

Feinting in combat does not provoke an attack of opportunity and requires an action. It can also be made as a part of an action in which you move at least 5 feet (can't be made in 5-ft steps).You can try to feint more than one opponent by making other Bluff checks to feint other opponents. However, each opponent beyond 1st gains a +3 cumulative circumstance bonus on his Sense Motive check.

Try Again: Varies. Generally, a failed Bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff checks made to feint in combat (can only make one feint for each target in each round). Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round. Each retry carries the same chance of miscommunication.

Synergy: If you have 5 or more ranks in Bluff, you get a +2 bonus on Diplomacy,Intimidate and Sleight of Hand checks, as well as on Disguise checks made when acting in character.

Climb

This skill represents your ability to climb up or down walls or other similar vertical surfaces.

- **Ability:** Str
- **Load Check Penalty:** Yes
- **Training:** No
- **Take 10 or 20:** only take 10

Check: With a successful Climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

A Climb check that fails by 4 or less means that you make no progress and one that fails by 5 or more means that you fall from whatever height you have already attained.The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC. Add to that DC any applicable modifier, as indicated on the following tables.

Taking other actions while climbing:You need both hands free to climb, but you may cling to a wall with one hand while you use a biotic power or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to Defense (if any). You also can't use a shield while climbing. However, you can take a -20 penalty on your Climb check and retain your Dexterity bonus to Defense while climbing.

Combat Climb: Any time you take damage directly to your HP, while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage (see Environmental Hazardsfor more information on falling damage).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15.

Rappelling: You can use a rope and climbing gear to make

Climb – Example Surface or Activity	DC
A slope too steep to walk up, or a knotted rope with a wall to brace against	0
A rope with a wall to brace against, or a knotted rope	5
A surface with ledges to hold on to and stand on	10
Any surface with adequate handhold's and footholds, such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands	15
An uneven surface with some narrow handholds and footholds, such as a typical wall in a cavern	20
A rough surface, such as a natural rock wall	25
An overhand or ceiling with handholds but no footholds	25
A perfectly smooth, flat, vertical surface	-

Example Surface or Activity	DC Modifier
Climbing a location where you can brace against opposite walls	- 10
Climbing a corner where you can brace against a perpendicular wall	- 5
Climbing at 1/2 speed instead of 1/4 speed	+ 5
Climbing at normal speed	+ 20
Climbing while retaining Dexterity bonus to AC	+ 20
Surface is slippery	+ 5

a rapid descent while climbing. You must have a climber's kit, rope and at least 1 rank in Climb. While rappelling, you can descend at your base land speed down a wall of any surface type with a DC 10 Climb check, or you can take a full-round action to move twice your speed. You can take a full-round action to descend at 4 times your speed by making a DC 20 Climb check. You take normal DC modifiers for a slippery wall and trying to retain your Dexterity bonus to AC, and the DC increases by 10 if you have no wall to brace against.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10) or while rappelling (DC = DC to rappel + 10).

Catching a Falling Character While Climbing: If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he or she is within your reach. Doing so requires a successful melee touch attack against the falling character (though he or she can voluntarily forego any Dexterity bonus to Defense if desired). If you hit, you must immediately attempt a Climb check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his or her total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Climb check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

Action: Climbing is part of movement, so it's generally part of an action (and may be combined with other types of movement). Each action that includes any climbing requires a separate Climb check. Catching yourself or another falling character doesn't take an action.

You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

A creature with a climb speed has a +8 racial bonus on all Climb checks. The creature must make a Climb check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes a single Climb check at a –5 penalty. Such a creature retains its Dexterity bonus to Defense (if any) while climbing and opponents get no special bonus to their attacks against it. It can use the Run action while climbing provided it runs in a single line.

Try Again: Yes

Concentration

You are particularly good at focusing your mind.

- **Ability:** Con
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: You must make a Concentration check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. Such actions include hacking a computer terminal, maintaining a performance, disabling a bomb, piloting a ship and even talking with someone in a relaxed position. In general, if an action wouldn't normally provoke an attack of opportunity, you don't need to make a Concentration check to avoid being distracted.

If the Concentration check succeeds, you may continue with the doing what you were doing as normal. If the check fails, you are forced to stop whatever you were doing, that required concentration, for 1 round or until the distraction has passed, whichever takes longer. For example, if you were in the process of hacking something but then someone annoying started speaking, you simply stop the attempt but may continue after that person ceases talking (although, depending on what you were trying to hack, taking too long in the hacking attempt might alert someone or completely shut the computer terminal).

The following table summarizes various types of distractions that cause you to make a Concentration check, and the DC of such check. If more than one type of distraction is present, make a check for each one; any failed Concentration check indicates that the task is not completed.

Making a Concentration check doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Being distracted by something doesn't necessarily force you to stop doing whatever you were doing. If a heated argument in the CIC of a ship distracted the pilot and forced him to stop piloting the ship, then everyone would be in trouble. In that case the pilot can still force himself to pilot the ship, although the argument still causes some momentary distractions on him which reduces his performance.

Continued Distraction: In situations where you are being continuously distracted (ex: an heated argument is occurring right next to you) but still wish to continue performing whatever action you were doing, you take a -1 penalty on all checks related to that action for one round. Each additional round the distracting source persists, you take an additional and cumulative -1 penalty. When this penalty makes you fail that which you were doing, then you are forced to stop (and you should remove the distracting source, otherwise whenever you wish to do something that requires concentration, you take the entire penalty for continued distraction ever since it started).

Try Again: Yes, but only in the sense that you can be interrupted several times while performing an action. If you are interrupted once, by failing a Concentration check, but later resume whatever

Distraction	DC
Damaged during the action	10 + damage dealt Damaged during the action[1]
Taking continuous damage during the action.[2]	10 + 1/2 continuous damage last dealt
Distracted by non-damaging tech or biotic power	Distracting power's save DC
Vigorous motion (ex: on a moving vehicle).	12
Violent motion (ex: on a ship being violently shaken by enemy attacks).	18
Extraordinarily violent motion (earthquake).	25
Weather is a high wind carrying blinding rain or sleet.	10
Weather is wind-driven hail, dust, or debris.	14

[1] Such as during the execution of an activity that takes more than a single full-round action (example: Hacking)

[2] Such as from Chemical or Inferno ammo types

you were doing, you can be distracted once again thus forcing you to make new Concentration checks while still performing the same action. Being interrupted several times doesn't apply any sort of penalty but a continued distraction does (see above).

Special: Although combat can be quite distracting, the adrenaline it pumps into one's organism is enough to force him to concentrate on his action. Thus a character can dismantle a bomb right in the middle of a battlefield without penalty. If he takes damage, however, the action he is performing might be interrupted if taking damages does interrupt such action.

Class Skill: Concentration is considered as a class skill for all classes.

Damping

This skill represents one's ability to disable an electronic system, or at least to negate its effects for a short period of time. It is especially useful against security systems.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** only take 10
- **Prerequisites** :Requires Electronics 4 ranks

Check: The time required to use this skill varies with the difficulty of a given task as shown in the table below. Using this skill requires concentration on the task and interrupting it has a 50% chance of forcing one to start over, instead of just continue his work.

Remember that when you use this skill to shut down security systems, you only affect the electronic systems themselves. Those monitoring security cameras, for example, might be alerted if one or more cameras are shut down. Also remember that shutting down security systems doesn't open locked doors or containers – for those are run by different security programs – but it shuts down programs that alert security when a door or container is opened.

Try Again: Yes. However, some systems might react to several consecutive damping attempts.

Special: You can only use this skill if you have access to the systems of a computer terminal that is linked to the electronic system that you are trying to shut down or disable.

You can also try to combine more than one check, performing various damping actions at once. For that use the action with the highest DC, of all the actions you are attempting to perform at once, and add +3 to that DC for each action additional action. The time required is equal to the time required to perform the action with the

Situation where Damping checks apply	DC	Time Required
Shut down normal security cameras for 1 minute in the next security section	12	Usually 1d4 rounds
Shut down professional security cameras for 1 minute in the next security section	17	Usually 1d8 rounds
Shut down military-grade security cameras for 1 minute in the next security section	23	Usually 2d6 rounds
Shut alarm mechanisms in doors for the next security section for 1 minute	15	Usually 1d6+1 rounds
Shut down normal defense systems in the next security area for 1 minute	15	Usually 3d6 rounds
Shut down professional defense systems in the next security area for 1 minute	20	Usually 4d6+1 rounds
Shut down military-grade defense systems in the next security area for 1 minute	25	Usually 1d4+1 minutes
Shut down another program for 1 minute	GM's decides both DC and time required	
Previous check but in half the time	+5	
Previous check but for an entire level of a complex instead of just a section	+10	Double time required
Previous check but the duration lasts twice as much	+5	Time required increases by 50%

highest DC.

Only after that you can apply the three modifiers presented in the previous table.

Decryption

This skill represents one's ability to decrypt an electronic system's codes and force it to operate without proper authorizations. Decryption is usually used against locked doors and containers. It also allows one to decrypt coded messages and understand the purpose of a given electronic code (for example: determine that a foreign code in a door's software is actually a security system that alerts whenever that door is opened).

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** only take 10
- **Prerequisites:** Requires Electronics 2 ranks

Check: Using this skill usually takes 1d6+1 rounds to open locked doors or containers. The DC varies with door but it usually is 13 for doors and containers with simple locking mechanisms, 18 for doors and containers with average locking mechanisms and 25 for doors and containers with strong locking mechanisms.

Identifying the purpose of a simple program or electronic code takes 1 minute and has a DC of 18. Average programs and codes have a DC of 25 and take 3d6 minutes. Complex programs and codes have a DC of 30 and take 3d12 minutes.

Decrypting messages is more complex. Checks are made every minute against one single Decryption check of the person that encrypted the message which serves as the DC for all your checks. The message is only decrypted once you achieved a number of successes equal to that person's Intelligence score (not modifier). For GM's, instead of creating NPCs each time a player uses this skill, you can instead determine that novice NPCs have a +6 modifier on their Decryption skill and an Intelligence score of 12. Professional NPCs have a +10 modifier on their Decryption skill and an Intelligence score of 14. Expert NPCs have a +15 modifier on their Decryption skill and an Intelligence score of 16.

Try Again: Yes. However, some systems might react to several consecutive decrypting attempts.

Special: You can only use this skill if you have access to the systems of a computer terminal that is linked to the electronic system to which you are trying to use this skill.

Diplomacy

This skill represents the ability to give others the right impression of oneself, to negotiate effectively and to influence others. It includes etiquette, social grace, tact, subtlety and a way with words.

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No
- **Prerequisites:** Paragon points.

Check: Changing others' attitudes with Diplomacy generally takes at least 1 full minute. In some situations, this time requirement may greatly increase. A rushed Diplomacy check (such as an attempt to head off a fight between two angry warriors) can be made as a full-round action, but you take a –10 penalty on the check.

Special: You can change the attitudes of others with a successful Diplomacy check; see the Influencing NPC Attitudes, below, for basic DCs. In negotiations, participants roll opposed Diplomacy checks and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

The GM might apply circumstance penalties based on how much the NPC hates, distrust or dislikes your race, on how much the NPC despises or disagrees with your ideals and morals.

Haggling: You can use the Diplomacy skill to lower the asking price of an item by taking 1 minute to haggle. To do so, make a Diplomacy check, taking the typical DC for influencing NPC and adding the seller's Diplomacy

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	< 23	23	30	40	55
Unfriendly	< 6	6	18	30	45
Indifferent	-	< 1	1	18	32
Friendly	-	-	< 1	1	22
Helpful	-	-	-	< 1	1

modifier to the DC. Most sellers start out indifferent and with a +5 Diplomacy modifier. If you improve the seller's attitude to friendly, you receive a 5% discount and if you improve to helpful you gain a 10% discount. Also, for each 5 points higher than the necessary result to improve the attitude to helpful, you gain an additional 5% discount. If you improve the seller's attitude to unfriendly or worse, that seller either refuses to sell anything to you or might increase the price.

When you haggle with a merchant whose attitude is already friendly, which already gives you a 5% discount, you take a -5 penalty on the Diplomacy check. Haggling cannot be used if the discount you gain is already 50% or higher or if the bonus you gain when selling an item is 50% or higher. All % is related to the selling or buying price, not the item's base cost as those presented in this guide.

Please note that many merchants do not allow haggling, especially if they are merely employees of some other merchant or company. Also, depending on the culture, some merchants may frown on haggling while others may actually have higher prices just so that buyers might haggle with them for lower prices.

Mediating: To mediate a disagreement between parties that are not already hostile toward one another, you must spend a day and succeed in adjusting each group's attitude to friendly or better toward the other party in the negotiation. To do so, make a Diplomacy check with the normal DC for influencing an NPC, adding the group leader's Diplomacy modifier to the DC. The DC increases by 5 if the two parties are of different cultures or races. You can take a -10 penalty on the check to attempt mediation in 1 hour.

As long at least one side remains unfriendly or better, you can retry a Diplomacy check made to mediate a disagreement.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial Diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Prerequisites: Diplomacy is a skill directly related to those with a Paragon behavior (see Character Morality chapter). As such, you cannot buy ranks in this skill unless you have a specific number of Paragon points. The Diplomacy rank limit of a character is equal to that character's Paragon points divided by 5 (minimum of 1). Each rank costs 1 skill point.

At character creation, the character's base rank limit in Diplomacy starts at 0 but is immediately affected by the character's background, which may give Paragon points.

Influencing NPC Attitudes: Use the tables above to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a NPC.

For example, if a character encounters a non-player character whose initial attitude is hostile, that character needs to get a result of 23 or higher on a Diplomacy check (or Charisma check) to change that NPC's attitude. On any result less than 23, the NPC's attitude is unchanged. On a result of 23 to 29, the NPC's attitude improves to unfriendly.

The table can also be used whenever a character is trying to persuade an NPC. Simply determine how the NPC to be persuaded would normally react to what the character is saying, estimating whether the reaction would be hostile to the idea (meaning it would be very hard to accept), unfriendly, indifferent, friendly or helpful. The Diplomacy check then determines the new attitude of the NPC towards that idea.

Disguise

Use this skill to change your appearance or someone else's or to impersonate someone. The effort requires at least a few props, some makeup, and some time.

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: You can create a disguise with 1d3×10 minutes of work and a Disguise check. Your check result determines how good the disguise is and it is opposed by others' Spot check results. If you don't draw any attention to yourself, others do not get to make Spot checks. If you come to the attention of people who are suspicious (such as a guard watching commoners walking through a city market), the GM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance. See the previous table.

Alterations	Check Modifier
Disguise as different gender[1]	-2
Disguise as different race[1]	-5
Disguise as different age category[1]	-2[2]
Form-altering procedure	+20
Minor details only	+5

Familiarity	Check Modifier
Recognizes on a sight	-4
Friends or associates	-6
Close friends	-8
Intimate	-12

1. These modifiers stack; use all that apply.
2. Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old and venerable; or maiden, matron or matriarch for asari

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks according to the following table. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

There are surgical procedures and genetic modifications that can alter your appearance. But there are also very advanced scanners that can detect DNA from skin flakes, completely destroying the Disguise attempt. Beware when using such procedures for many will not tolerate a character wearing the face of another, and in Citadel Space procedures like these are forbidden by Citadel Law.

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Special: This skill is only used to pass as another and fool others by sight alone. If you engage in conversations, however, it falls into Bluff skill to talk your way out.

Electronics

This skill represents a character's knowledge and skill with electronic systems and devices. It indicates how well he can work around and with an electronic system. It also indicates a character's ability to copy an electronic code or message and to set up or disable very simple electronic devices such as small vehicles, manufacturing robots and even bombs.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** only take 10

Check: The time required to use this skill varies with the difficulty of a given task as shown in the following table. Using this skill requires almost full concentration but disrupting it rarely forces the character to start over for the simple reason that electronics usually involve manipulation of hardware and electric systems. You can always attempt the check in half the time but the DC of the check increases by 5. GM's are free to create other situations where Electronics checks apply

Situation	DC	Time Required
Activate an electronic mechanism	10	Usually 1d3 rounds
Shut down a simple electronic device such as a small vehicle, manufacturing robots or monitors	15	Usually 1d6 rounds
Intercept a coded message with simple protection	15	Usually 1d6 rounds
Intercept a coded message with average protection	20	Usually 1d6+2 rounds
Intercept a coded message with expert protection	28	Usually 1d6 minutes
Copy an intercepted message to your omni-tool or computer	20	Usually 1d6 rounds
Run a diagnostics on an electronic system (cannot be made in half the time)	12	2 rounds but diagnostics may take a lot more
Previous check but in half the time	+5	

Try Again: Yes. But in the case of bombs, failure might mean an explosion.

Special: For bombs, the DC and required time both to activate and deactivate are present in each bomb's description (see Equipment). Some of the checks presented above require access to either the electronic device or a computer terminal.

Aid Another: No. You cannot adi others on Electronics checks. Since Electronics checks usually require you to manipulate electric devices and hardware, having others over your shoulder giving their opinions on how you should be working is actually harmful. However, you can have another make the check instead of you, provided he can give you indications of all the steps you should take. This is useful for bomb-experts who can guide another, even one with little experience, through communication channels and tell them how to disable a bomb.

First Aid

Use this skill to heal wounds with medi-gel, discern cause of death, or provide long-term care to others.

- **Ability:** Wis
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** Varies

Check: Whenever you use medi-gel to heal yourself or another party member, you must roll a First Aid check. You heal a number of HP equal to your check result. Using this action requires 1 full-round action and consumes 1 Medi-Gel kit.

Long-Term Care: Providing long-term care means treating a wounded person for a day or more. If your First Aid check is successful, the patient recovers hit points or ability score points (lost to ability damage) at twice the normal rate: 2 hit points per level for a full 8 hours of rest in a day, or 4 hit points per level for each full day of complete rest; 2 ability score points for a full 8 hours of rest in a day, or 4 ability score points for each full day of complete rest.

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves and so on) that are easy to come by in settled lands.

You do not gain benefits from rest while performing Long-Term Care. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. Can take 10 but not take 20.

Determine cause of death: You can use the First Aid skill to determine what killed a dead creature. The difficulty of this task depends on the nature of

Cause of Death	First Aid DC
Physical injuries	0
Environmental (fire, suffocation, etc)	7
Biotic/Tech power with visible effect	12
Poison	17
Power/ability with no visible effect	20

the death itself, as shown on the table below. Each day that passes between the time of the creature's death and the time the examination is made increases the DC of the check to determine the cause of death by 5. Can take 10 or take 20.

Sometimes, at the GM's discretion, it may be required to perform an autopsy to a dead creature in order to truly figure out what killed it (see the Medicine skill for more information).

Try Again: Varies. When determining the cause of death, or providing long-tearm care, you can try again. When healing injuries, you heal the amount you roll, even if the result is low.

Gamble

Use this whenever you are playing gambling in casinos or with another person.

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

The ability to play in games with wages that test the perception and manipulation abilities of each player (such as poker games). This skill allows players to gain money by playing in such games.

The entire gambling event is resolved by a few dice rolls, so the neither the player nor the GM need to know exactly which game is being played and how it is played. The GM only has to decide how many players are in the game by the time the PC joins it. A game lasts for as long as there are players wanting to play the game and the earnings one can gain by playing depend on the stakes.

A Gambler check represents a specific amount of time of the game (known as game-round). The check is made at the end of a game-round against checks from all players involved. The character with the lowest result leaves the game empty handed, so at the next of each game-round there will always be one less player. Note that once a game starts no additional player can enter.

Games have a minimum bet, depending on the stakes. For each check the characters must put the bet money on the table. After the check, the one with the highest result takes all the money.

A player can exit a game at any point, but he does not recover the money he may have already bet or even lost, and only takes what he has earned.

Stakes	Duration of a game-round	Minimum bet	Modifier of NPCs
Very low stakes	2 minutes	1 credit	+2
Low stakes	3 minutes	2 credits	+5
Low-average stakes	5 minutes	4 credits	+7
Average stakes	8 minutes	8 credits	+15
High-average stakes	12 minutes	16 credits	+20
High stakes	17 minutes	32 credits	+25
Low-rich stakes	23 minutes	64 credits	+35
Medium-rich stakes	30 minutes	128 credits	+45
High-rich stakes	38 minutes	256 credits	+55

For each additional game-round a character plays, the minimum bet for that game-round doubles (remember that two doubles equal a tripling and so on).

The table above provides general information for gambling games. Depending on the stakes the game-round will take a certain amount of time, has a minimum bet and the NPCs playing it have a Gambler skill modifier that increases as the stakes get higher. All these values are standard, the GM can alter them.

If the PC cannot, or doesn't want to, pay the bet, he is removed from the game with all the money he made but not the one he lost.

Synergy: For each 5 ranks in you have in Bluff, Diplomacy, Intimidate, Perform (comedy), and Sense Motive, you gain a +2 bonus on Gamble checks.

Gather Information

Use this skill for making contacts in an area, finding out local gossip, rumorsand collecting general information.

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** only 10 only (double time needed)

Check: With 1d4+1 hours, money for buying drinks and making friends, and a Gather Information check, you can learn about a topic you're interested in. The higher your check result, the better the information. If you want to find out about something specific or secret, the DC is higher as determined by the GM and the circumstances.

The GM may also determine modifiers for this check, depending on where you are trying to gather the information. For example, trying to learn about some secret gossip in a well-reputed bar might be difficult, while the same might be easy to achieve if done in a bar for scoundrels and ill-repute people.

Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

Information	DC	Credits Required	Gather Information Examples
Public	10	Usually 2d6	Major news, local government issues
Private	17	Usually 4d6	Gossip, private club, military figures
Exclusive	23	Usually 10d6	Scandals, invitation-only club, local criminals
Secret	28	Usually 50 + 5d6	Secrets, espionage group, criminal cartel
Unknown	35	Usually 100 + 10d6	Shadow government, underground cult
Specific	+5	Usually 200 + 6d6	A particular politician's affairs

Hacking

Use this skill to hack electronic systems and have them do what they can for you.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** only take 10
- **Prerequisite:** Decryption 4 ranks, Electronics 4 ranks

Check: This skill requires concentration. The DC and time required vary depending on the action, as shown in the table below. The check can be made in half the time but doing so increases its DC by 5. GM's are free to create other situations where Hacking checks apply.

Forgery: This skill is also useful to create electronic forgeries, such as new electronic identifications or access clearance for specific forbidden areas. Doing so, however, is complicated. First, a Hacking check must be made. The GM sets the DC according the importance of the forgery being created (usually between 15 and 40). For example: creating a new ID requires one to access the ID storage banks, which usually have a decent protection, thus usually have a DC of 20 or 25. Creating a forgery that grants access to a top-secret, high-security military complex requires an extreme amount of work and care and thus should have a DC of 35 or even 40. Failing the check by 4 or less carries no consequences and you are aware that you failed in creating your forgery after comparing it to others. Failing by 5 or more also reveals that you failed in your check but immediately alerts the system of your attempt to insert a fake ID or clearance within the data-banks, which in turn might alert security.

After succeeding on the initial check, you have a working forgery but it doesn't mean you are safe. First, if the forgery you created must present a picture, you must either provide yours or create a disguise to match the picture present in the forgery. Secondly, certain security systems may verify your identity. This verification is the ultimate challenge of your forgery. You and the system make opposed Hacking rolls. If you win, the forgery is accepted as real. If you lose, however, it means the system managed to detect some discrepancies in the forgery or detected your work in the data-banks and your forgery is detected for what it is. The consequences of such detection, however, vary, and if the system doesn't raise the alarm against intruders, you are not aware of your success or failure (the GMusually rolls this Hacking check secretly).

Creating a forgery requires a number of minutes equal to the

Examples of Hacking situations	DC	Time Required
Hack a door, with simple locking mechanisms, to open for 2 rounds then close and lock.	15	1d3 rounds
Hack a door, with average locking mechanisms, to open for 2 rounds then close and lock.	21	1d6 rounds
Hack a door, with strong locking mechanisms, to open for 2 rounds then close and lock.	28	2d6+1 rounds
Hack normal security cameras to display in the terminal what they are monitoring	10	1round
Hack professional security cameras to display in the terminal what they are monitoring	14	1d3 rounds
Hack military security cameras to display in the terminal what they are monitoring	18	1d3+1 rounds
Hack normal security cameras to replace the image they are recording with a previous record made a few rounds ago, or that was stored in your omni-tool	15	2 rounds
Hack professional security cameras to replace the image they are recording with a previous record made a few rounds ago, or that was stored in your omni-tool	22	2d4+2 rounds
Hack military-grade security cameras to replace the image they are recording with a previous recording made a few rounds ago, or that was stored in your omni-tool	30	2d6+2 rounds
Hack a simple manufacturing or stockpiling robot to move as you desire but for as long as you continue the hack	12	1d3 rounds
Hack platform and wall systems to move them as you will	14	2d4 rounds
Hack bank terminal to transfer money to you. The DC is equal to 15 + the amount of money you wish to transfer divided by 500 (rounded down). The number of rounds it takes is equal to the DC divided by 3 (rounded down).		
Hack normal defensive systems' IFF and alter it	15	1d6+1 rounds
Hack professional defensive systems' IFF and alter it	22	2d6+2 rounds
Hack military-grade defensive systems' IFF and alter it	30	3d6+3 rounds
Previous check but in half the time	+5	

DC of the initial Hacking check.

Special: To use this skill you must have access to a terminal linked with the object or institution that you are trying to hack.

Try Again: Yes but only for certain cases. Some low-clearance terminals (such as the ones of banks) are protected with programs that lock the terminal and systems after one hacking attempt is made (either failing or succeeding). In high-clearance terminals you can try as many times as you want.

Heavy Weapon

This skill indicates your expertise with heavy weapons

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** No

Check: This skill is essential to use Heavy Weapons. See Heavy Weapons in the Equipment chapter to learn more about them.

Hide

Use this skill to sink back into the shadows and proceed unseen.

- **Ability:** Dex
- **Load Check Penalty:** Yes
- **Training:** No
- **Take 10 or 20:** No

Check: You can use this skill as part of your movement. Your check is opposed by the Spot check of anyone who might see you. You can move up to 1/2 your normal speed and hide at no penalty. When moving at a speed greater than 1/2 but lessthan your normal speed, you take a –5 penalty. It's practically impossible (–20 penalty) to hide while attacking, running or charging. A creature larger or smaller than Medium takes a size bonus or penalty on Hide checks depending on its size category: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

You need cover or concealment in order to attempt a Hide check. Total cover or total concealment usually (but not always; see below) obviates the need for a Hide check, since nothing can see you anyway.

If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went. If your observers are momentarily distracted (such as by a Bluff check; see below), though, you can attempt to hide. While the others turn their attention from you, you can attempt a Hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank you have in Hide). This check, however, is made at a –10 penalty because you have to move fast. While invisible, you gain a +40 bonus on Hide checks if you are immobile, or a +20 bonus on Hide checks if you're moving.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again, spending one action. You take a –20 penalty on your Hide check to hide yourself after the shot.

Creating a Diversion to Hide: You can use Bluff to help you hide. A successful Bluff check can give you the momentary diversion you need to attempt a Hide check while people are aware of you.

Blend into a Crowd: You can use the Hide skill to blend into a crowd, but doing so conceals you only from someone scanning the area to find you. You remain visible to everyone around you and if they happen to be hostile, they're likely to point you out.

Move between cover: If you're already hiding thanks to cover or concealment, and you have at least 5 ranks in Hide, you can make a Hide check to try to move across an area that doesn't offer cover or concealment without revealing yourself. For every 5 ranks in Hide you possess, you can move up to 5 ft between one hiding place to another. For every 5 ft of open space you must cross between hiding places, you take a -5 penalty on your Hide check. Movement speed penaltiesapply too.

Sneak up from Hiding: You can sneak up on someone after emerging from a hiding place. For every 5 feet of open space between you and the target, you take a -5 penalty on your Hide check. If your Hide check succeeds, your target doesn't notice you until you attack or perform some other attention-grabbing action. Such a target is treated as being flat-footed with respect to you.

Tail someone: You can try to follow someone while remaining unseen. If you stay at least 60 ft away from your target, you must succeed on a Hide check (opposed by your target's Spot check) once every 5 minutes. At a distance of less than 60 ft, you must make a Hide check each minute. Extraordinary actions on your part (such as using powers or attacking) may disrupt the tail even if you do not fail a check.

Tailing someone requires cover or concealment, as normal for attempting a Hide check. A moderately crowded street provides sufficient cover and concealment to accomplish this goal. Alternatively, you can duck between areas of cover or concealment, as described in Move between Cover (see above).

Even if you fail a Hide check while tailing someone or you are spotted while moving too great a distance between hiding places, you can attempt a Bluff check

Your Target…	DC Modifier
Is sure nobody is following	-5
Has no reason to suspect anybody is following	+0
Is worried about being followed	+10
Is worried about being followed and knows you're an enemy	+20

opposed by your quarry's Sense Motive check to look innocuous. Success means your quarry sees you but doesn't realize you're tailing him; failure alerts him that you're actually following.

A modifier may apply to the Sense Motive check, depending on how suspicious your quarry is. The previous table provides Sense Motive modifiers for particular situations.

Try Again: Yes. However, a failed Hide checks means that someone, from which you are trying to hide, spots you until you try a new Hide check.

Intimidate

Use this skill to get a bully to back down, to frighten an opponent, or to make a prisoner give you the information you want. Intimidation includes verbal threats and body language.

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No
- **Prerequisites:** Renegate points.

Check: You can change another's behavior with a successful check and 1 minute of interaction. Your Intimidate check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the Diplomacy skill, above, for additional detail. The effect lasts as long as the target remains in your presence and for 1d6×10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile).

If you fail the check by 5 or more, the target provides youwith incorrect or useless information, or otherwise frustratesyour efforts.

You gain a +4 bonus on your Intimidate check for every size category that you are larger than your target. Conversely, you take a –4 penalty on your Intimidate check for every size category that you are smaller than your target.A character immune to fear can't be intimidated, nor can non-intelligent creatures.

Demoralize Opponent: You can also use Intimidate to weaken an opponent's resolve in combat, with a one action. To do so, make an Intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. You can intimidate only an opponent that is up to 30 ft from you. You can't make the target more fearful of you with this.

Try Again: Optional, but retries may not work. On other situations, however, you may need to make several Intimidate checks before the character breaks (GM's decision).

Prerequisites: Intimidate is a skill directly related to those with a Renegade behavior (see Character Morality chapter). As such, you cannot buy ranks in this skill unless you have a specific number of Renegade points. The Intimidate rank limit of a character is equal to that character's Renegade points divided by 5 (minimum of 1). Each rank costs 1 skill point.

At character creation, the character's base rank limit in Intimidate starts at 0 but is immediately affected by the character's background, which may give Renegade points.

Investigate

Use this skill to analyze a crime scene. Investigate allows you to discern patterns in clues, turn clues into evidence, and otherwise prepare a crime scene and evidence for further analyzes by a crime lab.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** only take 10

Check: You generally use Search to discover clues and Investigate to analyze them. For example, you might find pieces of garbage and shrapnel from a bomb at a crime scene using Search. Then you could use Investigate to determine what belonged to the bomb, or to collect fingerprints from such pieces.

If you have access to a crime lab, you use the Investigate skill to collect and prepare samples for the lab. The result of your Investigate check provides bonuses or penalties to the lab workers.

Analyze clue: You can make an Investigate check to apply forensic knowledge to a clue. By examining a bullet hole, you might approximate the location of the shooter or at least the direction of the shot. By examining a body you might be able to tell if the dead person was restrained or not, etc. This function of the skill does not provide new clues where none existed before. It simply allows you to extract information from a clue you have gathered.

The base DC is 15, to which the modifiers of the following table apply, depending on the circumstance of the crime scene. Also remember that certain evidences may decay with time (especially those in a dead body) or may be swept away by climate, if the scene is outdoors.

Analyzing a clue usually takes 1d6 rounds.

Circumstances…	DC Modifier
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene heavily disturbed	+6

Collect Evidence: You can collect and prepare evidences to send to the lab, such as gathering fingerprints from a weapon, collecting tissue and biological samples, filming and photographing scratch marks for 3D modeling, etc.

To collect a piece of evidence, make an Investigate check DC 15. If you succeed the sample is usable and can be used by the members of the crime lab. If you succeed by 10 or more, the members of the crime lab gain a +2 circumstance bonus on their checks to analyze the evidence. If you fail by 4 or less, the sample is usable but in bad condition, giving the characters in the lab a -5 penalty when analyzing it. If you fail by 5 or more, the sample isn't usable.

This function of this skill does not provide additional evidentiary material. It simply allows you to collect items you've found in a manner that best aids the characters in the lab when analyzing that material.

Collecting evidences usually takes 1d4 minutes per evidence collected.

Special: Investigate requires the use of an Investigate Kit. If you do not have one, you take a -4 penalty on your check.

Try Again: Generally, analyzing the same clue again does not provide additional insight unless other clues are introduced. Evidence can only be collected once unless there is enough material (for example, a large blood pool) to take more samples.

Jump

Use this skill to leap over pits, vault low fences, or reach a ledge that stands above you.

- **Ability:** Str
- **Load Check Penalty:** Yes
- **Training:** No
- **Take 10 or 20:** No

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below).Your Jump check is modified by your speed. If your speed is 30 feet, then no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –3 penalty for every 5 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +2 bonus for every 5 feet beyond 30 feet.

All Jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled.

Distance moved by jumping is counted against your normal maximum movement in a round. For example, Cody has a speed of 30 feet. If he moves 20 feet, then jumps across a 10-foot-wide chasm, he's then moved 30 feet total, so that's one of his actions for that round. But he can easily run for 20 ft then jump another 15 and run for an additional 25 ft, performing a total of 60 ft moved in a round, the equivalent to two actions.

If you have ranks in Jump and you succeed on a Jump check, you land on your feet (when appropriate). If you attempt a Jump check untrained, you always land prone unless you beat the DC by 5 or more.

A Jump check is included in your movement, so it is part of one action. If you run out of movement mid-jump, your next action (either on this turn or on your next turn) must be one to complete the jump.

Long Jump: A long jump is a horizontal jump. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. TheDC for the jump is equal to the distance jumped (in feet) + 1/4 the same distance (rounded normally). For example, a 10-foot-wide pit requires a DC 13 Jump check to cross (10 + 1/4 of 10).

If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 Reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires one action and a DC 15 Climb check.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared. For example, the DC for a high jump to land atop a 3-foot-high ledge is 12 (3 × 4).

If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you can do so with a jump and a DC 15 Climb check. If you fail the Jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the following table. Quadrupedal creatures (such as varren), and long creatures (such as a threashermaw) don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Jump check. Doing so counts as 10 feet of movement. You do not need to get a running start to hop up.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not need a running start to jump down.If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. Thus, if you jump down from a height of just 10 feet, you take no damage. If you jump down from a height of 20 feet, you take damage as if you had fallen 10 feet.

Jump & Slide: You can attempt a Jump check

DC 10, as part of your normal movement, to slide or jump through a low obstacle, no more than 3 inches thick. Failure by 4 or less means you cannot go through the wall and stop your movement on the square adjacent to it but from your side of the obstacle. Failure by 5 or more means you pass through but fall prone on the other side. If you succeed, you consume an additional 5 ft of movement when doing this.

This can be used on obstacles up to 3 ft high. For Large creatures it can be used on walls up to 6 ft high. For Small creatures it can only be used on walls up to 1.5 ft high. If the wall is higher than this limit, this usage of Jump cannot be used. If the wall is smaller then the limits, reduce the DC by 1 for each 6 inches lower (0.5 ft).

If the obstacle has more than 3 inches thick and is up to 2 ft thick, the DC increases by +5. For each additional 1 ft thickness, the DC increases by an accumulative +5 (so an obstacle 4 ft thick increases the DC by +15).

Gravity: Gravity affects jumps directly and can be as important as the character's strength. Jumping in environments with low gravity is quite easy, allowing one to cover a large distance with a single jump. In environments with high gravity it is the opposite. In game terms, each 0,25 G below the standard 1 G provides a +2 bonus on all Jump checks. Each 0,25 G above the standard 1 G provides a -2 penalty on all Jump checks.

Synergy: If you have 5 or more ranks in Jump, you get a +2 bonus on Balance checks.

Long Jump Distance	Jump DC[1]
5 feet	6
10 feet	13
15 feet	19
20 feet	25
25 feet	31
30 feet	38

High Jump Distance[2]	Jump DC[1]
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

Creature Size	Vertical reach
Colossal	128 feet
Gargantuan	64 feet
Huge	32 feet
Large	16 feet
Medium	8 feet
Small	4 feet
Tiny	2 feet
Diminutive	1 foot
Fine	1/2 feet

1. Requires a 20-foot running start. Without a running start, double the DC.
2. Not including vertical reach.

Knowledge

Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Knowledge actually encompasses a number of unrelated skills.Below are listed typical fields of study. With your GM's approval, you can invent new areas of knowledge.

- Art (sculpture, painting, classic or historic music, books)
- Behavior Sciences (psychology, general race behavior, cultural behavior).
- Biology (knowledge on organics).
- Business (corporations, major retail centers).
- Civics (laws, bureaucracy, traditions, customs).
- Current Events (recent events with mark still visible, current myths, rumors).
- History (royalty, wars, colonies, migrations, founding of colonies, major past events, great discoveries).
- Physics (physics, quantum-physics and quantum-mechanics sciences).
- Popular Culture (current popular idols, trends, current art styles).
- Space (astronomy).
- Streetwise (underworld, guilds, personalities, inhabitants).
- Tactics (military tactics).
- Technology (evolution of technology, current technology, devices).
- Theology and Philosophy (religious beliefs, code of morals, lines of thought).

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes.
- **Take 10 or 20:** No

Check: Answering a question within your field of study has a DCof 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

You can use this skill to identify creatures and their special powers or vulnerabilities (GM decides which check is necessary but for organic creatures it is usually the a Knowledge (biology) check while for synthetics it is Knowledge (technology) checks). In general, the DC of such a check equals 15 + the creature's CR. A successful check allows you to remember a most of the useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of important information regarding that monster.

Try Again: No. The check represents what you know and thinking about a topic a second time doesn't let you know something that you never learned in the first place. However, since this may be bothersome during the game (because players won't use this skill until they are sure that they might get good results, or because it might be bothersome for GM to note down what does each player knows) a player can make a new check every time his character spends time studying or gains everytime a character gains new ranks in that skill.

Synergy: If you have 5 or more ranks in Knowledge (behavior sciences), you get a +2 bonus on Bluff checks.

- If you have 5 or more ranks in Knowledge (biology), you get a +2 bonus on Medicine checks.
- If you have 5 or more ranks in Knowledge (business), you get a +2 bonus on Diplomacy checks when haggling.
- If you have 5 or more ranks in Knowledge (current events), you get a +2 bonus on Gather Information checks.
- If you have 5 or more ranks in Knowledge (history), you get a +2 bonus on Perform (oratory) checks.
- If you have 5 or more ranks in Knowledge (popular culture), you get a +2 bonus on Gather Information checks.
- If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Electronics checks.
- If you have 5 or more ranks in Knowledge (technology), you get a +2 bonus on Repairs checks.
- If you have 5 or more ranks in Knowledge (theology and philosophy), you get a +2 bonus on Diplomacy checks.

Untrained: An untrained Knowledge check is simply an Intelligence check. Without actual training, you know only common knowledge (DC 10 or lower).

Listen

Use this skill to hear approaching enemies, to detect someone sneaking up on you from behind, or to eavesdrop on someone else's conversation.

- **Ability:** Wis
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** Only take 10

Check: Your Listen check is either made against a DC that reflects how quiet the noise is that you might hear, or it is opposed by your target's Move Silently check. Your GM may decide to make the Listen check for you, so that you don't know whether not hearing anything means that nothing is there, or that you failed the check.

A successful Listen check allows you to tell the general location or direction of the sound. If understanding the actual content of the sound is important, beating the DC by 10 allows you to do so, assuming you can otherwise understand that content. Beating the DC by 20 allows you to pinpoint where a sound is coming from.

Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a Listen check without using an action. Trying to hear something you failed to hear previously requires one action.

The table provides the usual DC for certain sounds as well as modifiers applied by the condition of the surroundings.

Try Again: Yes. You can hear something you failed to hear previously with no penalty.

Sound	DC
A ship's engines	-20
A battle	-10
People Talking	0
An automatic door opening	0
People Whispering	15

Condition	DC modifier
Ambient noise	+5
Loud ambient noise	+10
Extremely loud ambient noise	+15
Through a door	+10
Through a wall	+15
Per 10 feet distance[1]	+1
Per 10 feet distance over water[1]	+2
Per 10 feet distance underwater[1]	+3
Listener distracted	+5
Listener Sleeping[2]	+10
Aquatic creature underwater[3]	+10

1. Pick one of these that most applies.
2. A successful check awakens the listener.
3. Aquatic creatures with natural swim speed

Medicine

The Medicine Skill reflects a character's training and expertise in physiology of common creatures and how to treat injuries and illness.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** No
- **Prerequisites:** Requires First Aid 5 ranks.

Check: You make a Medicine check whenever you wish to do one of the following actions presented in the following table.

There are additional situations in which Medicine can be used. They, however, may have more complex rules.

Treat Disease: you must spend 10 minutes helping the subject by giving him infusions and medicine, as well as performing minor procedures that may help fight the disease. You can only make this check once per day for a given disease, and the subject only gains the bonus this check provides for his next Fortitude save made to fight the disease.

You succeed by making a check against the disease's DC. Success provides a bonus on the Fortitude save equal to 1/2 your ranks in Medicine. This expends one Medi-Gel kit.

Surgery: This check allows you to perform a complex surgery on the subject, in order to help him recover from ability damage. Performing a surgery or transplantation fatigues you for 24 hours -2 hours for every point above the DC. You can only make one roll every 5 hours and the surgery proceeds until it is completed, until the patient dies or until he is in a stable condition enough to wait for another surgery later on.

A normal surgery removes 1d10 points of attribute

Actions	DC	Time Required
Identify the use of certain pharmaceutical products	15	1d6 rounds
Make a diagnostic (may require medical exams)	25	10d6 minutes
Perform autopsy to uncover clues	18	1d6 hours
Treat a poisoned character	Poison's DC	1d4 rounds

damage to all physical attributes: Strength, Dexterity and Constitution, while healing, at the same time, 2d10 points of vitality damage to the subject. The DC is, generally, equal to 30 but the stronger damage the higher the DC. The subject requires 1d10+1 days to recover.

A head surgeryremoves 1d10 points of attribute damage to all mental attributes: Intelligence, Wisdom and Charisma and cures any of the following conditions: dazed, confused, shaken, staggered, stunned, paralyzed and unconscious.The DC is, generally, equal to 30 but the stronger damage the higher the DC. The subject requires 1d10+3 days to recover.

A specific surgery allows a damaged organ or body part (that is still present) to regain its functions or start to heal and later regain its functions. This check is used to heal organs or body parts that don't heal normally, as indicated in the Loss of Body Parts chapter. When successful, either you repair the damaged organ/part and put it in functioning conditions or repair it enough to allow for self-repair that usually takes 3d6 weeks, GM's discretion.The DC is, generally, equal to 30 but the stronger damage the higher the DC.

Alternatively, you can use a specific surgery check to halve the time a body part takes to heal itself through normal natural means or to reattach lost body parts that were preserved. That however requires the subject to rest for 1d10 days and may require him to spend some time in physical therapy.The DC is, generally, 25 but the stronger damage the higher the DC.

Transplantation requires that you possess a new functional organ or body part to give to the subject. It allows you to replace a malfunctioning organ with a new working one. The subject only required to remain for 1d10+1 days resting, after which he is fully capable of performing any action normally. He may, however, require physical therapy.The DC is, generally, equal to 25 but can be higher for more complex transplantations.

Special: Surgery and Transplantations cannot be made without access to special and proper equipment. Making such checks without that equipment incurs a penalty on the check that can go from -5 to -10.

Also due to the usually high DCs of Medicine checks, most professionals work with teams who perform Aid Another checks to increase the chances of success.

Move Silently

You can use this skill to move without making noise.

- **Ability:** Dex
- **Load Check Penalty:** Yes
- **Training:** No
- **Take 10 or 20:** No

Check: You make Move Silently as a part of your movement. Your check is opposed by the Listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your Move Silently check equal to -2 for noisy surfaces (such as scree, shallow or deep bog, undergrowth, dense rubble) and equal to -5 for very noise surfaces (such as dense undergrowth, deep snow).

Try Again: No, at least not for the same situation.

Perform

You are skilled in a type of artistic expression, which may encompass a variety of specific methods, and you know how to put on a show.

Like Knowledge, Perform is actually a number of separate skills. For instance, you could have the skill Perform (act). Your ranks in that skill don't affect any checks you happen to make for Perform (oratory) or Perform (string instruments). You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below. The GM is free to expand any of these categories with additional methods, instruments, or techniques, as appropriate for his or her campaign.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, trumpet)
- Sing (ballad, chant, melody)

- **Ability:** Cha
- **Load Check Penalty:** No
- **Training:** No

Perform DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn 1d3 credits/day.
15	Enjoyable performance. In a prosperous city, you can earn You can earn 1d6 credits/day
20	Great performance. In a prosperous city, you can earn 3d6 credits/day. In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn 5d6 credits/day. In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn 7d6 credits/day. In time, you may draw attention from distant potential patrons

- **Take 10 or 20:** No

Check: You can impress audiences with talent and skill.

Action: Varies. Trying to earn money by playing in public requires anywhere from an evening's work to a full day's performance, at the GM's discretion. The table below provides some examples.

Try Again: Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. Increase the DC by 2 for each previous failure.

Synergy: If you have 5 or more ranks in Perform (act), you gain a +2 bonus on your Disguise Self checks to impersonate someone.

If you have 5 or more ranks in Perform (dance), you gain a +2 bonus on your Balance checks.

If you have 5 or more ranks in Perform (oratory), you gain a +2 bonus on your Diplomacy checks.

If you have 5 or more ranks in Perform (sing), you gain a +2 bonus on your Gather Information checks.

Piloting

This skill represents your ability to pilot ships and vehicles.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** Only take 10

Check: Routine tasks, such as ordinary driving around town, or when traveling through a well traveled space route, don't require a Piloting check. Make a check only when some unusual circumstance exists (such as inclement weather, navigating without charts or radar, etc), or when you are piloting during a dramatic situation (being chased or attacked or when you are racing against the clock to reach a certain destination).

A Piloting check requires one action. To learn more about vehicles and situations that require piloting checks, see the Ships chapter.

Repair

Use this skill to repair damage of mechanical creatures or objects, robots, bionics, electronic systems, etc.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: Whenever you wish to repair something, you make a Repair check and use a Repair Kit. Repairing things takes 1d6 rounds. To mechanical or bionic creatures, or to systems that suffered damage, this check heals a number of HP equal to the check's result. This usage consumes 1 Repair Kit.

While normally you cannot use this skill without an omni-tool, you can use it to repair your own omni-tool. The GM may also determine that some hardware may be repaired without one

When trying to repair other systems that are broken it is up to the GM to set the DC, which should be between 15 and 30. The more complex the system, the higher the DC. The number of Repair Kits necessary to repair the system should be equal to the DC divided by 3.

Try Again: Only when trying to Repair a broken system

Research

This skill represent's one's ability to use scientific knowledge and hard evidences to create theories and scientific advances.

Like Knowledge, Research is divided in several skills, all related to a different scientific knowledge.

- Biology
- Physics
- Chemestry
- Quantum Physics
- Engineering
- Electronics
- Geology

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** Yes.
- **Take 10 or 20:** No

Check: Usually it takes months or even years of study, tons of data gathering and processing and countless nights without sleep to bring forth decent scientific advances. Fully equipped labs with large teams are also common. However, this skill has proven invaluable for space explorers, adventurers and even those on a mission, where full-equipped lab might be a rarity and time is as precious as currency.

Its main usage is to allow a character to develop Squad Enhancements (see the Equipment chapter for more information on them) and Ship Enhancements (see Ships chapter for more information on them). These can provide a tremendous advantage to any character and party and increase the usefulness and performance of a Ship's systems and parts. Thus, any party should have at least one character with ranks in one or more Research skills, or should hire a researcher to accompany them in their travels.

Other useful usages are as follows:

- Research (biology) can be used to develop countermeasures against natural poisons found in a foreign world; or it can be used to create countermeasures against biologic weapons illegally employed by those who do not follow the Citadel Laws.
- Research (chimestry) can be used to counter chemical weapons; or it can be used to identify valuable chemical agents present in a foreign environment.
- Research (engineering) can be used to determine how to bring stability to a recently found but unstable ruin; or it can be used to determine how to compensate for a flaw in a Ship's design.
- Research (electronics) can be used to identify the capabilities an AI already developed for itself; or it can be used to perfect electronic systems and software.

Research (geology) can be used to identify valuable mineral deposits if scanners aren't powerful enough to reveal everything; or it can be used to identify the best landing site on a planet with a high seismic activity.

he time it takes to perform these actions, as well as the DC, when not already determined, is determined by the GM.

Try Again: For Squad and Ship Enhancements, yes. For other usages, no until new information on the subject is found.

Special: Using this skill requires a laboratory of some kind, even if poorly equipped. Without one no Research checks may be made. For more information on ship laboratories, and the bonuses and penalties they provide on Research checks, see the Ships chapter.

Additionally, characters can hire researchers to accompany them on their travels. A researcher costs 1 credit per day for each point of modifier he possesses in one specific Research skill. A researcher with additional Research skills adds all his Research skills modifiers and multiplies them by 1,5, increasing the final result by 10% for each additional Research skill he possesses. For these calculations, round up instead of down.

Most Researchers have an Intelligence modifier between +3 and +6.

Example: a Salarian researcher with +4 Int mod, 6 ranks in Research (biology), 5 ranks in Research (Physics) and 3 ranks in Research (Geology) and no other modifiers to those skills would cost the sum of modifiers (6+4+5+4+3+4), multiplied by 1,5 which totals 39 and then would increase the price by 20% because he possesses two additional Research skills beyond one. So the total would be 46,8 credits which round to 47 credits per day.

Search

You can find secret doors, simple traps, hidden compartments and other details not readily apparent. The Spot skill lets you notice something, such as a hiding character. The Search skill lets a character discern some small detail or irregularity through active effort.

- **Ability:** Int
- **Load Check Penalty:** No
- **Training:** No
- Take 10 or 20: Yes, and only take 10, but you must use the same result, to find everything that required a Search check, for the same room or area.

Check: A searcher must be within 10 feet of the object or surface to be searched. It takes a full-round action that provokes attacks of opportunity to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side. The following table gives DCs for typical tasks involving the Search skill.

Try Again: No

Synergy: If you have 5 or more ranks in Search, you get a +2 bonus on Survival checks to find or follow tracks.

Task	DC
Search a compartment to find an object	10
Find a complex mechanical trap	21 or higher
Notice a well-hidden secret door	30
Notice a secret door or a simple trap	20
Find a footprint[1]	Varies

1. A succcesful Search check can find a footprin or a similar sign of a creature's passage, but it won't let you find or follow a trai. See the Track feat for the appropriate DC

Sense Motive

This skill represents sensitivity to the body language, speech habits and mannerisms of others which allows one to determine when he is being lied to.

- **Ability:** Wis
- **Armor Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: A successful check lets you avoid being bluffed (see the Bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness. Your GM may decide to make your Sense Motive check secretly, so that you don't necessarily know whether you were successful.

Discern Secret Message: You may use Sense Motive to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Sense Motive check is opposed by the Bluff check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Sense Motive check. For example, if you eavesdrop on people planning to assassinate a visiting diplomat, you take a –2 penalty on your check if you don't know about the diplomat.

If you succeed by 4 or less, you know that something hidden is being communicated, but you can't learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don't detect any hidden communication. If you fail by 5 or more, you infer some false information.

You can check against each use of the Bluff skill to communicate a secret message.

Hunch: With a successful DC 20 Sense Motive check and 1 minute, you can make a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy. If you fail you can't try again.

Try Again: No, though you may make a Sense Motive check for each Bluff check made against you.

Synergy: If you have 5 or more ranks in Sense Motive, you gain a +2 bonus on Diplomacy.

Sleight of Hand

This skill represents your ability to take or hide something small without being noticed.

- **Ability:** Dex
- **Load Check Penalty:** No
- **Training:** Yes
- **Take 10 or 20:** No

A DC 10 Sleight of Hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's Spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed.

You can hide a small object on your body, such as a small blade weapon (knife, for example). Your Sleight of Hand check is opposed by the Spot check of anyone observing you or the Search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the Search check, since it's generally easier to find such an object than to hide it. An extraordinarily small object, such as a coin or ring, grants you a +4 bonus on your Sleight of Hand check to conceal it. Heavy or baggy clothing grant you a +2 bonus on the check. Drawing a hidden weapon requires one action and doesn't provoke an attack of opportunity. Remember that scanners can easily identify items in your possession, rendering your Sleight of Hand check useless.

If you try to take something from another creature, you must make a DC 20 Sleight of Hand check to obtain it. The opponent also makes a Spot check to detect the attempt, opposed by the same Sleight of Hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item. The GM is free to limit what you can take in this manner – holstered pistols might be easy, but securely worn items, such as a helmet, are just impossible.

You can also use Sleight of Hand to entertain an audience as though you were using the Perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, etc

Dagger Surprise: If you palm a dagger during a fight, you can surprise your opponent when the dagger suddenly appears in your hand. For this technique to work, you must have a dagger sheathed on your person, must have the Quick Draw feat and must be holding nothing in your off hand. You must fight the same foe for at least 2 consecutive rounds to make your opponent used to the idea that you have nothing in your off hand. At the beginning of your turn during the third round, use the Quick Draw to draw the sheathed dagger as a free action with your off hand. Then make a Sleight of Hand check opposed by your opponent's Spot check. If you win, your foe is considered flat-footed for the next single attack you make with the dagger now in your off hand - regardless of your success, the same foe won't fall for the same trick from you twice during the same encounter.

Try Again: You can try Sleight of Hand checks again.

Untrained: An untrained Sleight of Hand check is simply

Condition	Check Modifier
Wearing a baggy or heavy clothing/suits	+2
Object is extraordinarily small (coin, ring)	+4
Make check in one action	-20
Try again against the same observer after failing	-10

Task	DC
Pal a coin-sized object, make a coin disappear	10
Lift a small object from a creature	20
Any task while observed	Observer's Spot check
Hide an object on your person	Searcher's Search check +4

a Dexterity check. Without actual training, you can't succeed on any Sleight of Hand check with a DC higher than 10, except for hiding an object on your body.

Spot

Use this skill to notice something, such as hidden creatures.

- **Ability:** Wis
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** No

Check: The Spot skill is used primarily to detect characters or creatures that are hiding. Typically, your Spot check is opposed by the Hide check of the creature trying not to be seen.

Sometimes a creature isn't intentionally hiding but is still difficult to see, so a Spot check is necessary to notice it.

A Spot check result higher than 20 generally lets you become aware of an invisible creature near you, though you can't actually see it. Spot is also used to detect someone in disguise (see the Disguise skill) and to read lips when you can't hear or understand what someone is saying.

The GM may call for Spot checks to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the Spot check is distracted (not concentrating on being observant).

For each 10 feet of distance, the spotter takes a -1 penalty and if he is distracted he takes a -5 penalty.

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak and understand the speaker's language. The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read.

If your Spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. Your GM rolls your check secretly in this case, so that you don't know whether you succeeded or missed by 5.

Reading lips, however, requires one to really know the language being spoken, which is rare (most people now depend on translator software inserted into armor and even clothing. If the character does not know the language, he cannot read lips. Also, depending on the race, a penalty might apply. A human, for example, can read the lips of an asari just as easy as he reads those of another human. However, turians have different facial structure and it is difficult for him to read a turian's lips. Even a krogan, although similar, has a different lip movements. In such cases, a penalty of -5 or higher should apply.

Action: Varies. Every time you have a chance to spot something in a reactive manner (for example, when someone tries to sneak past you while hidden, or you move into a new area), you can make a Spot check without using an action. Trying to spot something you failed to see previously requires one action. To read lips, you must concentrate for a full minute before making a Spot check and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

Survival

Use this skill to get along in the wild and to track others.

- **Ability:** Wis
- **Load Check Penalty:** No
- **Training:** No
- **Take 10 or 20:** only take 10 to follow tracks

Check: You can keep yourself and others safe and fed in the wild. The tables below gives the DCs for various tasks that require Survival checks. Survival does not allow you to follow difficult tracks unless you have the Track feat.

If you have 5 or more ranks in Survival, you can automatically determine where true north lies.

Trailblazing: When travelling in poor conditions or difficult terrain, you can attempt a Survival check to hasten your group's progress. On a check result of 15 or better, you can increase the movement modifier for overland movement by 1/4, to a maximum of ×1 (see Overland Movement). For example, you could increase your movement rate through trackless jungle from ×1/4 to ×1/2 your normal overland movement rate. With a result of 25 or higher you can increase the movement modifier by 1/2 (and thus could travel through trackless jungle at ×3/4 your normal rate). In either case the ×1 maximum still applies.

You can guide a group up to four individuals (including yourself) at no penalty. However, for each additional individual in the group being guided, apply a -2 penalty to the trailblazing attempt.

This ability applies only to long-distance overland movement – it has no effect on tactical movement.

Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross country may become disoriented – especially in conditions

Task	DC
Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 14	14
Gain a +2 bonus on all Fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 18	18
Keep from getting lost or avoid natural hazards, such as quicksand.	18
Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 20, you can predict the weather for one additional day in advance.	20
Follow tracks (see the Track feat).	Varies

Terrain	Survival DC	Terrain	Survival DC
Plains	6	Mountain	12
Forest	13	Snowy Mountain	15
Swamp	16	Desert	18
Hill	10	Poor Visibility	+4
Cold	12	No map	+4

of poor visibility or in difficult terrain.

Poor Visibility: Any time characters cannot see at least 60 feet in the normal conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight and whether they have nighvision or lowlight vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

Chance to Get Lost: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a Survival check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.

Check once per hour (GM may change the time between checks) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check. (Tip to GM: Make this check in secret, since the characters may not realize that they're lost right away.)

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost; if they expected to reach a certain spot within an hour but three or four hours pass by with no sign of their destination, that's a bad sign.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel. (Tip to GM: Again, this is a check you should make in secret. The lost characters may think they know the way to travel after regaining their bearings, but could be entirely wrong again)

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. If that happens, the GM makes a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if environmental conditions suddenly improve lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check.

Action: Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer at the GM's discretion.

Special: In a galaxy with tremendous scientific advancements it is very difficult to get lost in the wild, or to have the need to perform Survival checks to find which food is available. Computers, scanners and AIs/VIs can immediately give the necessary information provided the character has ways of contacting his Ship's VI or AI, or some other member of his ship. This skill only becomes vital when the character is out of contact, is in enemy lands or has no communications device with him. As for directions, only access to satellite images is required for the omni-tools computer to identify the character's current location. If the omni-tool is broken, however, or the character has none, then this skill becomes, once more, vital.

Try Again: Varies. For getting along in the wild or for gaining the Fortitude save bonus noted in the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one.

Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Restriction: While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a character with the Track feat can use Survival to follow tracks when the task has a higher DC.

Swim

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

- **Ability:** Str
- **Load Check Penalty:** Yes, double
- **Training:** No
- **Take 10 or 20:** only take 10 when not being threatened or distracted

Check: Swim is always part of your movement. Make a check once per round while you are in the water. Success means you may swim at up to 1/2 your speed (as a full-round action) or at ¼ your speed (with one action).

Water	Swim DC
Calm Water	10
Rough Water	15
Stormy Water	20[1]

[1] You can't take 10 on Swim checks in stormy water, even if you aren't otherwise being threatened or distracted

If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater, either because you failed a Swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take actions to move or free actions. If you take an action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round (effectively, a character in combat can hold his or her breath only half as long as normal). After that period of time, you must make am DC 10 Constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution check, you begin to drown (see Suffocation and Drowning in Environmental Hazards).

The DC for the Swim check depends on the water, as given on the table.

Each half hour you swim you must make a Constitution check DC 15 or take 1d6 nonlethal damage from fatigue. The DC increases by 1 for each additional half hour.

You can also swim faster. By taking a -10 penalty on your swim check, you can swim at up to your speed as a full-round action (rather than half your speed), or half your speed with one action (rather than one-quarter).

A creature with a swim speed can move through water at its indicated speed without making Swim checks. It gains a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a Swim check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

Try Again: Yes. A failure on a swim check doesn't prevent you from making other swim checks in different rounds.

Tumble

You can move acrobatically even through battlefields.

- **Ability:** Dex
- **Load Check Penalty:** Yes
- **Training:** Yes
- **Take 10 or 20:** None

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the Perform skill). The DCs for various tasks involving the Tumble skill are given in the following table and can be modified according to the conditions of the surface.

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your Tumble checks, you can move at your full speed instead of 1/2 your speed.

Sprinting Tumble: You can try to tumble past or through an opponent's space while running by accepting a -20 penalty.

Ignore Falling Damage: For every 15 points of your Tumble check result, you can treat a fall as if it were 10 feet shorter than it really is when determining damage. A check result of 15-29 treats a fall as 10 feet shorter, 30-44 as 20 feet shorter, 45-59 as 30 feet shorter and so forth. You can use this special usage of the Tumble skill even if your speed has been reduced by weight load, etc.

Free Stand: With a DC 35 Tumble check result, you can stand up faster from prone. Normally you

Task	Tumble DC
Tumble at 1/2 speed as part of normal movement, provoking no AoO while doing so. Failure means you provoke AoO normally. Check separately for each opponent you move past, in the order in which you pass them. Each additional enemy after the first adds +2 to the Tumble DC.	15
Tumble at 1/2 speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no AoO while doing so. Failure means you stop before entering the enemy-occupied area and provoke an AoO from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.	25

Surface is...	DC Modifier
Lightly obstructed (scree, light rubble, shallow bog[1], undergrowth)	+3
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+6
Lightly slippery (wet floor)	+4
Severely slippery (ice floor)	+7
Sloped or angled	+2
Accentuated sloped or angled	+5

1. Tumble is impossible in deep bog

spend an action to stand from prone but with this check you do it in a free action. You can use this special usage of the Tumble skill even if your speed has been reduced by weight load, etc.

Rolling Dodge: Once per round, a character can perform a Rolling Dodge. This allows him to roll to a specific direction in order to avoid being hit by a power that requires a Range Touch Attack or to avoid being hit by a Melee Attack. To do that, you only need to make a Tumble check against the Ranged Touch Attack modifier or the Melee Attack modifier. Success allows you to avoid that attack. Regardless of your check result, you are forced to move to a direction of your choice a distance up to 10 ft.

You can use this special usage of the Tumble skill even if your speed has been reduced by weight load, etc. This special usage can be used in another creature's turn.

Performing a Rolling Dodge also provides you with a +2 bonus to Defense. This bonus does not stack with other Defense bonus granted from movement.

A Rolling Dodge does not provoke AoO.

Note: You can't use this skill if your speed has been reduced by a power or if you move through difficult terrain.

Synergy: If you have 5 or more ranks in Tumble you gain +2 to Balance, Jump checks.

Class Skill: Tumble is considered as a class skill for all classes.

Passive Skills

When travelling and exploring, chars often have the need to maintain vigilance and a constant search for traps and clues. This can be a problem for the GM, since they can't be constantly rolling skill checks throughout the entire journey/adventure and since any request for a skill roll made by the GM indicates, to the players, that something is about to happen or that there's something to be found (which may lead to a change in the players attitude, tactics and actions creating a metagaming situation).

To avoid such situations the players can say that they are constantly using the Search, Listen, Piloting and/or Spot skills making them passive skills. While in Passive Skill mode they suffer any restrain and gain any bonus/penalties from the skills they are using and instead of rolling they always "take 10".

Players can, at any time, break this Passive Skill mode by indicating they wish to roll for a specific skill, or skills, in a specific moment.

Feats

Feats are a special feature that either gives the character a new capability or improves one he or she already has. They are some of the most essential and defining options of a character and are the main element that differ characters of the same class and race.

Unlike a skill, a feat has no ranks. A character either has a feat or does not.

Selecting the same feat doesn't double its bonuses for the feat does not stack with itself unless otherwise stated. So choosing the Alertness feat twice won't result in a total +6 bonus to Listen and Spot checks. However, bonuses provided from different feats stack so choosing the Perfect Liar and Persuasive feats will provide a total +6 bonus on Bluff checks, +3 bonus on Diplomacy checks and a +3 bonus on Sense Motive checks.

Acquiring Feats

Unlike skills, feats are not bought with points. A player simply chooses them for his or her character. Each character gets two feats upon creation. At 3rd level and every two levels thereafter (5th, 7th, 9th, and so on) the character gains another feat. Feats are gained according to character level, regardless of individual class levels.

A human character also gets a bonus feat at 1st level, chosen by the player. This feat can be of any feat for which the character qualifies.

Prerequisites

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. For example: a 3rd level Soldier could gain the Close Contact Shooting feat (whose prerequisites are Base Attack Bonus +3) as his 3rd level feat since his Base Attack Bonus reaches +3.

A character can't use a feat if he or she has lost a prerequisite.

Certain feats require the character to select one weapon type. Those are: pistol, submachine gun, assault rifle, shotgun, sniper rifle and melee attacks.

Description

The following pages present a description of each feat, with its prerequisites, benefits and special considerations.

Able Learner

You can learn new skills easier than most.

Prerequisites: Int 13+

Benefit: Your Cross-Class cost only 1 skill point to gain 1 skill rank, instead of 2 skill points for each skill rank. Your maximum rank limit for Cross-Class skills remains the same (1/2 the maximum Class Skill ranks you can have)

Normal: Without this feat, to gain 1 skill rank on a Cross-Class skill you must spend 2 skill points.

Special: This effect is not retroactive. Skill points already spent to buy ranks in Cross-Class skills before selecting this feat are not recovered. This feats effects only apply to skill points gained at the level this feat is selected and at every level thereafter.

Advanced Power Recharge

You are able to remove the cooldown of a single power.

Prerequisites: Access to at least 4 different powers, Wis 14+, Cha 14+ (if power is Biotic) or Int 14+ (if power is Tech)

Benefit: Select one power. If you have the ability to reduce the cooldown of that power, that cooldown can now be reduced to 0 actions.

Special: This feat can be selected several times. Each time it is selected, it applies to a different power.

Ammo Proficiency

You are proficient with the selected type of ammo.

Prerequisites: Armor-Piercing ammo required BAB +3; Chemical ammo requires Knowledge (biology) 4 ranks; Cryo ammo require BAB +1; Disruptor ammo requires Electronics 3 ranks or Repair 4 ranks; Incendiary ammo requires BAB +1; Shredder ammo requires Knowledge (biology) 3 ranks and First Aid 2 ranks; Warp ammo requires Biotics 4 ranks and the ability to use one Biotic power.

Benefit: Select one type of ammo with which you have no proficiency: Chemical, Cryo, Disruptor, Incendiary, Shredder or Warp. You are now proficient with that type of ammo and can apply Ammo Specialization increases to that type of ammo.

Normal: A character cannot apply specializations to increase ranks in ammo types with which the character is not proficient.

Armor Proficiency

You are proficient with the selected type of armor.

Prerequisites: Armor Proficiency (light) has no prerequisites; Armor Proficiency (medium) has Armor Proficiency (light) as prerequisite; Armor Proficiency (heavy) has Armor Proficiency (medium) as prerequisite.

Benefit: Select a type of armor: Light, Medium or Heavy. You can now wear armors of that type.

Normal: A character cannot wear armor to which it has no proficiency.

Bioelectric Shield Dome

The angara can create a biolectric shield dome that while unable block incoming attacks, it is useful to deal with environmental dangers.

Prerequisites: Angara, Charisma 16+.

Benefit: The angara can create a shield centered on him/herself, with a radius of 20 ft. Inside the shield, any cold or heat environmental hazard present is reduced by 1 level. The angara must maintain this shield with concentration, requiring 1 Normal Action to maintain. Anything that disrupts concentration forces the angara to make a Concentration check to maintain the dome. The dome can be maintained for up to 1 minute per Charisma modifier, after that the angara cannot use this talent for 1 hour.

Bioelectric Weapon Boost

The angara can charge any weapon he or she uses with controlled jolts of electricity.

Prerequisites: Angara, Charisma 14+.

Benefit: 1/encounter per Charisma modifier, the angara can immediately reload the weapon it is wielding without spending a thermal clip. This does not work on weapon that overheat.

When wielding weapons that fire jolts of electricity, such as the reegar carbine or the arc pistol, the angara can spend a usage of this feat to improve the damage of the weapon by an amount equal

Feats	Prerequisites	Benefit
Able Learner[1]	Int 13+	Cross-class skills cost only 1 skill point per rank
Acrobatic	–	+2 bonus on Tumble and Jump checks
Jet Dodge	Acrobatic, Dex 15+	Can change direction when using jump jets
Advanced Power Recharge[1]	Access to at least 4 different powers, Wis 14+, Cha 14+ or Int 14+	Reduce cooldown of a specific power
Agile	–	+2 bonus on Balance checks and +1 to Reflex saves
Alertness	–	+2 bonus on Listen and Spot checks
Ammo Focus	Access to at least one Ammo power	Increase the DC of your Ammo powers by 1
Improved Ammo Focus	Access to at least one Ammo power	Increase the DC of your Ammo powers by 2 (replaces previous)
Advanced Ammo Focus	Access to at least one Ammo power	Increase the DC of your Ammo powers by 3 (replaces previous)
Ammo Proficiency[1]	Varies	Gain proficiency with one ammo type
Armor Proficiency[1]	Varies	Gain proficiency with selected type of armor
Artist	–	+2 bonus on Perform and Diplomacy checks
Athletic	–	+2 bonus on Climb and Swim checks
Attentive	–	+2 bonus on Investigate and Sense Motive checks
Bioeletric Shield Dome[1]	Angara, Charisma 16+	Create a shield dome that protects against the environment
Bioelectric Weapon Boost[1]	Angara, Charisma 14+	Immediately reload weapon or boost its damage
Biotic Focus	Access to at least one Biotic power	Increase the DC of your Biotic powers by 1
Detonation Master	Biotic Focus, biotics 8 skill ranks	Whenever you detonate a power applied to an enemy, increase the detonation damage by 50% (rounded down)
Empowered Biotics	Biotic Focus, biotics 8 skill ranks	Your biotic powers that deal damage deal +1 extra damage or per damage dice or +15% if the power deals a fixed amount.
Improved Biotic Focus	Biotic Focus	Increase the DC of your Biotic powers by 2 (replaces previous)
Advanced Biotic Focus	Biotic Focus	Increase the DC of your Biotic powers by 3 (replaces previous)
Prolongued Biotics	Biotic Focus, knowledge (physics) 8 skill ranks	Increase the duration of your biotic powers by 1 action
Bleeding Critical[1]	BAB +10	Deal Bleeding damage on critical hit
Bravery	Character level 5, Cha 12+	Add twice Cha mod on all checks versus fear effects
Cat Fall[1]	Balance 8 ranks, Climb 5 ranks, Jump 8 ranks, Tumble 8 ranks, Dex 16+	Take less damage from falling
Choking Grab[1]	BAB +4, Str 14+	Choke an enemy with successful Pin
Close Contact Shooting	BAB +3	You still provoke AoO from shooting when threatened in melee but taking damage doesn't prevent you from shooting
Improved Close Contact Shooting	Close Contact Shooting, Point Blank Shot, BAB +6	You no longer provoke AoO from shooting when threatened in melee
Ranged Attack of Opportunity	Point Blank Shot, Close Contact Shooting	If an enemy provokes an AoO from you, you can replace your normal melee AoO for one single shot, with your weapon, against that target. Burst weapons fire up to their RoF instead.
Combat Expertise[1]	Int 13+	Trade attack bonus for Defense (max 5 points)
Improved Combat Expertise	Combat Expertise, Int 14+, BAB +6	As Combat Expertise but with a maximum limit of 12 points.
Combat Focus	Access to at least one Combat power	Increase the DC of your Combat powers by 1
Improved Combat Focus	Access to at least one Combat power	Increase the DC of your Combat powers by 2 (replaces previous)
Advanced Combat Focus	Access to at least one Combat power	Increase the DC of your Combat powers by 3 (replaces previous)
Extended Combat Power	Combat Focus, BAB +3	Increase the duration of your combat powers by 1 action
Stronger Combat Power	Combat Focus, BAB +3	Your combat powers that deal damage deal +1 extra damage or +1 extra damage per damage dice.

Creative	–	Choose two skills from the Perform and/or Research skill list, +3 bonus to checks made with those two skills.
Deceptive	–	+2 bonus on Bluff and Disguise checks
Detonating Throw[1]	*Throw* rank 3	Use *Throw* to detonate other biotic powers
Display of Superiority[1]	Intimidate 8 ranks, Cha 13+	Attempt to fright enemies after killing one
Dodge	Dex 13	+1 dodge bonus to Defense (not Flat-Footed Defense)
Mobility	Dodge	+4 bonus to Defense against attacks of opportunity provoked by moving in or out of a threatened square
Shot on the Run[1]	Point Blank Shot, Mobility, Dex 15+, BAB +4	Shoot weapons while moving
Spring Attack[1]	Mobility, BAB +4	Move before and after melee attack
Double Incinerate	*Incinerate* rank 6	When using *Incinerate*, target two different targets with the same use, paying double the tech point cost. Cooldown remains the same.
Double Jointed	Dex 16+	You can squeeze as if you were one size smaller. In addition, you gain a +4 bonus to escape bindings and grapple checks.
Educated	Int 14	Add all Knowledge skills and the Biotics skill as class skills
Endurance	–	+4 bonus on checks or saves vs. nonlethal damage
Diehard[1]	Endurance	Remain conscious when HP are negative
Expert (Weapon-based power)[1]	Specific weapon-based power rank 1, BAB +2, Knowledge (tactics) 4 ranks	Power can be used with other types of weapons
Extra Biotics[2]	–	Gain 4 Biotic points
Extra Biotic Training[2]	–	Gain a rank in one Biotic power
Extra Combat Training[2]	–	Gain a rank in one Combat power
Extra Techs[2]	–	Gain 4 Tech points
Extra Tech Training[2]	–	Gain a rank in one Tech power
Fast Stabilization	BAB +4, Dex 16+	Reduce *Aiming* time, for sniper rifles, to 1 action
Faster Shield Restart	Electronics 6 ranks, Repair 6 ranks	Reduce the number of actions required to restart the shields by 1 action (minimum of 1 action)
Field Medic	First Aid 10 ranks, Medicine 8 ranks, Knowledge (Biology) 6 ranks	You can provide long-term care for a number of additional patients equal to your Wis modifier. When healing damage with Medi-gel, you heal additional damage equal to 1/2 your level + Int modifier
Fleet	–	Increase your base speed by 5 feet
Force of Personality	Cha 13	Add Cha modifier, instead of Wis modifier, to Will saves
Greater (Ability Score)[1]	–	Improve one of your ability scores by +1
Greater Bashing	Str 16+, BAB +3	Character's melee attacks add a +5 bonus to damage and have their critical threat range increased by 1.
Grenade Expert[1]	–	Improve your ability with grenades
Greater Fortitude	–	+2 bonus on Fortitude Saves
Gun Kata[1]	Tumble 8 ranks, Dex 15+, Close Contact Shooting	One-Shot attack action against an enemy that misses an attack against you in melee
Heavy Arm	Str 14+, BAB +1	Increase the range of thrown objects, such as grenades, by 50% (rounded to nearest 5 ft increment)
Hide in Plain Sight[1]	Wis 14+, Dex 16+, Hide 8 ranks	Attempt to Hide while being watched
Hold the Line	Con 14+, Wis 14+, Cha 14+	While your normal HP are below 30% of maximum (rounded down), increase your normal HP DR by 1
Improved Critical	Proficiency with weapon, BAB +8	Select one type of weapon. Increase Critical Hit threat range by 1 when using weapons of that type
Improved Initiative	–	+4 bonus on initiative checks
Improved Plating	Natural Plating	Increase your natural Plating by 1 for each HD (retroactive and increases with HD increase as well)

Improved Regeneration[2]	Natural regeneration	Increase your Regeneration ability by 1
Information Broker	–	Gather Information and Sense Motive are always class skills for you. +1 bonus on skill checks with those skills
Intimidating Prowess	–	Add Str mod as bonus to Intimidate
Investigator	–	+1 bonus on Gather Information, Investigate, Search and Sense Motive checks
Iron Will	–	+2 bonus to Will saves
Jack of All Trades[1]	Int 13	Use any skill, even "trained only" ones
Less Sleep	Con 14+, Wis 12+	Reduce to 1/2 the number of hours needed to receive the benefit of a full night's rest or a full day's rest
Lightning Reflexes	–	+2 bonus to Reflex saves
Limb Breaker[1]	BAB +4, Str 14+	Break limbs with successful pin
Low Damage Output[1]	Access to at least 2 different tech powers that deal damage	Selected power can deal non-lethal damage
Luck of Heroes[1]	–	Gain 1 reroll each day
Major Endurance[1]	Endurance	Greater chance of stabilizing, heal more with Medi-Gel
Martial Prowess[1]	BAB 3+, Str 14+	Increase melee damage, bonus on Combat Maneuvers
Medical Practitioner	–	+2 bonus to Medicine and Knowledge (Biology) checks
Neck Breaker[1]	BAB 4+, Str 14+	Break neck with successful grapple
Negotiator	–	+2 bonus on Diplomacy and Sense Motive checks
Nimble Moves	Dex 13	Ignore 5 feet of difficult terrain when you move. This allows you to make 5-ft steps in difficult terrain.
Acrobatic Steps	Dex 15, Nimble Moves	Ignore 15 feet of difficult terrain each round, stacks with bonuses from Nimble Moves.
Open Minded	–	Immediately gain 5 skill points
Parry	BAB 1+, Dex 14+	Add 1/2 your BAB to Defense against melee attacks
Block and Kick[1]	Parry, Dex 15+	Make a free Trip attempt after a successful Parry
Disarming Parry[1]	Parry, Dex 16+	Make a free Disarm attempt after a successful Parry
Greater Parry[1]	Parry, Dex 16+	Make free melee attack against those that miss an attack against you in melee
Perfect Liar	–	+2 bonus on Bluff and Sense Motive checks
Persuasive	–	+2 bonus on Bluff and Diplomacy checks
Piercing Power[1]	Access to at least 4 different powers, all of which must be at rank 3 or higher	Selected power deals damage to other layers or protection
Photographic Memory[1]	Int 18+, can only be selected at 1st level	Remember things easily
Point Blank Shot	–	+1 bonus on attack rolls with ranged weapons against opponents within 30ft.
Far Shot	Point Blank Shot, BAB +1, Wis 13+	Increase projectile weapon range by 50% (rounded to nearest 5 ft increment)
Point Blank Mastery[1]	Dex 14+, Int 14+, Point-Blank Shot	Improve shots at close range
Precise Shooting	Point Blank Shot, BAB +1	Ignore penalty for shooting into melee
Coordinated Shot	Precise Shooting, Spot 3 ranks	Your allies do not count when determining the cover of your targets
Improved Precise Shooting[1]	BAB +4, Wis 14+, Dex 14+, Precise Shooting	Reduce Cover bonus to Defense by 1 step
Power Arc[1]	Access to a power that requires a ranged touch attack, Int 12+	Reduce cover bonus when using a power that requires a ranged touch attack
Ranged Touch Focus	–	Gain a bonus on attack rolls with ranged touch attacks equal to 1/2 your BAB (minimum of +1)

Resist Disease	–	+4 bonus on Fortitude saves vs. all diseases
Resist Poison	–	+4 bonus on Fortitude saves vs. all poisons
Resources	Can only be selected at 1st level	Increase the amount of starting credits by 50% (rounded normally)
Eye for Business[1]	Resources, Knowledge (business) 4 ranks or Gather Information 4 ranks	Use a Knowledge (business) check or Gather Information to gain discount/bonus on a store
Run[1]	–	Run at 5× normal speed (only 4× while in Heavy Load); bonus on Jump checks with running start; make one turn during the run
Quick Draw[1]	BAB +1	Draw a weapon as free action
Quick Swap[1]	Quick Draw, BAB +3	Swap weapons with a free action
Quick Reconnoiter	Listen 5 ranks, Spot 5 ranks	Spot and Listen become free actions, +2 bonus to Initiative checks
Quick Reload	BAB +3	Reduce reload time by 1 action (to a minimum of 1 free action)
Instant Reload	Quick Draw, Quick Reload, BAB +5	Reduce reload time by an additional action (minimum of 1 free action)
Quick Sniping	Dex 15+, BAB 3+, Hide 8 ranks	Reduce Hide penalty when attempting to Hide after shooting, Flat-footed target takes -4 to penalty
Scoundrel	–	Disguise and Sleight of Hand are always class skills. +2 bonus on skill checks with those skills
Short Fuse	Int 12+	Grenades you throw no longer have the 1 delay action to explode
Simple Biotic Training[1]	Cha 13+, Biotics 2 ranks	Gain access to biotic points and to one Biotic power
Simple Tech Training[1]	Int 13+, Electronics 2 ranks	Gain access to tech points and to one Tech power
Skilled	–	Choose 3 skills. Those skills are now considered Class Skills
Skill Focus	–	Grants +4 bonus to one skill
Skill Over Luck[1]	Character level 5th	Spend usages to turn natural 1s into natural 2s, or take 10 or take 20 on the next d20 roll
Slide Through[1]	Tumble 7 ranks, Dex 14+	Slide through an occupied area
Sneak Attack[1, 2]	BAB +1, Wis 12+, see text	Deal extra damage against targets with their Dex bonus to Defense denied
Assassin	Sneak Attack (taken 3 times), Dex 13, Knowledge (biology) 5 ranks, 30 Renegade points	Increase sneak attack damage dice to d6 (for sniper rifles damage dice is increased to d10)
Improved Sneak Attack	Sneak Attack, Wis 14+, BAB +3	Damage bonus from the Sneak Attack feats can be multiplied on a critical hit
Stand Tough[1]	Fort base save +4, Con 16+	1/encounter, reduce damage from a shot or power
Stealthy	–	+2 bonus on Hide and Move Silently checks
Tech Focus	Access to at least one Tech power	Increase the DC of your Tech powers by 1
Empowered Techs	Tech Focus, electronics 8 skill ranks	Your tech powers that deal damage deal +1 extra damage or +1 extra damage per damage dice.
Improved Tech Focus	Access to at least one Tech power	Increase the DC of your Tech powers by 2 (replaces previous)
Advanced Tech Focus	Access to at least one Tech power	Increase the DC of your Tech powers by 3 (replaces previous)
Prolongued Techs	Tech Focus, Electronics 8 skill ranks, Knowledge (technology) 8 ranks	Increase the duration of your tech powers by 1 action
Stronger Tech Constructs	Tech Focus, Knowledge (technology) 8 ranks, Repair 6 ranks	Your tech constructs (a drone, turret or surface with Shield HP or normal HP created by a tech power) have their Shield HP and/or normal HP increased by 50% (rounded down).
Thug	–	Gain +1 bonus on Diplomacy, Gamble, Gather Information, Intimidate and Initiative checks
Toughness	–	Gain +1 HP/level, this is a retroactive effect that stacks with the bonus from other toughness feats
Improved Toughness	Base Fort +2, Toughness	Gain +1 HP/level, this is a retroactive effect that stacks with the bonus from other toughness feats
Track[1]	–	Use Survival skill to track

Turbocharge[1]	*Overkill* rank 2 or *Bullet Rain* rank 2, BAB +3	Increase size of ammo clip by 25% or more when using *Overkill* or *Bullet Rain*
Two-Weapon Wielding	Dex 14+ (Int 14+ for Elcor)	Reduce penalty from Two-Weapon combat by 2.
Improved Two-Weapon Wielding	Two-Weapon Wielding, BAB +3, Dex 16+ or Int 16+ for Elcor	Reduce penalty from Two-Weapon combat by an additional 2
Advanced Two-Weapon Wielding	Improved Two-Weapon Wielding, BAB +7, Dex 18+ or Int 18+ for Elcor	Reduce penalty from Two-Weapon combat by an additional 2
Versatile Melee Combatant[1]	Str 14+ or Dex 14+ plus Int 14+ or Wis 14+	+2 bonus on all Combat Maneuvers opposed checks. Extend reach of melee attack by +5 ft once encounter
Vortex[1]	Annihilation Field rank 4, Pull rank 3, Knowledge (physics) 10 ranks	Apply effects of *Pull* when you use *Annihilation Field*
Weapon Proficiency	BAB +1	Gain proficiency with selected weapon type
Weapon Focus[1]	Proficiency with weapon, BAB +1	+1 on attack rolls with one selected type of weapon
Improved Weapon Focus[1]	Weapon Focus, BAB +8	Gain additional +1 bonus on attack rolls with selected weapon
Weapon Specialization[1]	Weapon Focus, BAB +5	Bonus damage with selected weapon
White Hat	–	+1 bonus to Electronics, Hacking, Decryption, and Damping checks

1. See feat description.
2. You can select this feat multiple times. Its effects stack.

to the angara's Charisma modifier. This option lasts for 1 round unless the angara maintains it by spending 1 Normal Action.

The angara can choose to apply the effects of this feat to any weapon wielded by another character that is adjacent to him or her.

Bleeding Critical

Your critical hits are always directed to bleeding spots.

Prerequisites: BAB +10

Benefit: When you score a critical hit that deals damage to the target's normal HP, you give the target Bleeding equal to the weapon's critical multiplier.

Block and Kick

You can trip enemies that attempt but fail to hit you with melee attacks.

Prerequisites: Parry, Dex 15+

Benefit: When an enemy attacks you with a melee attack but fails, you can make a free Trip attempt against him. You do not provoke AoO from this free Trip attempt. This feat can be used any number of times per round but each time beyond the first applies a cumulative -5 penalty on the Trip attempt.

Cat Fall

You know how to position your body for a softer landing.

Prerequisites: Balance 8 ranks, Climb 5 ranks, Jump 8 ranks, Tumble 8 ranks, Dex 16+

Benefits: The character knows how to fall like a cat does in mid air, this means that the character may be able to use their feet to bounce off objects and take some of the impact fall and damage away from their bodies. The character receives only 1/2 damage when falling from heights and if the damage taken doesn't reduce the character to below 1/2 half his maximum normal HP, he doesn't fall prone upon landing.

Special: The character must be unbound and the entire bodies free to twist as you fall.

Chocking Grab

You are able to choke an enemy when you have him pinned.

Prerequisites: BAB +4, Str 14+

Benefits: If you successfully pin your opponent, you can attempt to choke him to unconsciouness or even death. You roll a Str check and the opponent you are pinning must make a Constitution check equal or higher to your Str check. For each additional consecutive round you maintain the pin, the creature must make the same Constitution check but the DC increases by a cumulative +1 (so after 3 consecutive rounds, the DC is now equal to your Str check +3). Once the creature fails the Constitution check, it falls unconscious. If after falling unconscious you maintain the pin for one extra round, the creature dies.

This feat cannot be used on creatures without a humanoid anatomy, such as the Klixen or Hanar.

This feat can be used at any time during a situation where you have the creature pinned. During the time you are using this feat, the creature can still attempt to break out of it normally.

This is a suffocation effect.

Combat Expertise

You know how to use your combat skill to improve defense.

Prerequisite: Int 13

Benefit: When you make a melee attack, you can take a penalty from -1 to -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Defense last until your next turn.

Detonating Throw

Empower your Throw power so it can detonate other powers.

Prerequisites: *Throw* rank 3

Benefit: Whenever you use *Throw*, you detonate any biotic powers that can be detonated by a biotic power that are affecting the target. The detonation deals 1d6 points of damage per rank of *Throw* to all within 10 ft of the target. The detonation occurs even if the target resisted the effects of *Throw* or has Shield HP.

Diehard

You can remain conscious even when dying.

Prerequisite: Endurance.

Benefit: You can act as if disabled when your HP is below 0 (but not low enough to kill you) but you are still dying.

Normal: A character without this feat that is reduced to negative hit points is unconscious and dying.

Disarming Parry

When an opponent attempts to hit you with a melee attack but misses, you can use that opportunity to relieve him of a weapon he wields.

Prerequisites: Parry, Dex 16+

Benefit: When an opponent misses a melee attack against you, you can make a free Disarm attempt against that opponent, but only to disarm one of the weapons he wields. This feat can be used any number of times per round but each time beyond the first applies a cumulative -5 penalty on the Disarm attempt.

Display of Superiority

When you kill an enemy you can attempt to intimidate the remaining enemies.

Prerequisites: Intimidate 8 ranks, Cha 13+

Benefit: This feat allows you to make an Intimidate check, provided you can speak and shout, whenever you kill an enemy. This Intimidate check affects everyone within 60 ft that can see or hear you. Those that fail to resist this Intimidate check become shaken for the remainder of the encounter, but each turn can attempt, with a Free Action, a Will save DC 20 to remove that condition (for this save they add any bonuses against Fear they might have). If, while they are shaken, you manage to use this feat and they fail the Intimidate check, they instead become Frightened instead. Again, each turn they can attempt, with a Free Action, a Will save DC 20 to remove that condition, leaving them just shaken until this condition is also removed (for this save they add any bonuses against Fear they might have).

This feat requires 1 action to use.

Expert (Weapon-based Power)

You can use the specific weapon-based power with different weapons.

Prerequisites: Specific weapon-based power rank 1, BAB +2, Knowledge (tactics) 4 ranks

Benefit: Select one of the following weapon-based power: Assassination, Bullet Rain, Marksman, Overkill. You can now use that power with any of the following types of weapons: pistols, submachine guns, assault rifles, shotguns and sniper rifles. You do not gain that power's permanent bonuses when using it with another weapon.

Special: This feat can be selected multiple times. Each time it is selected it applies to a different weapon-based power.

Eye for Business

You know where to find those that sell what you want for a lower price, or those that are willing to pay more for what you have to sell.

Prerequisites: Resources, Knowledge (business) 4 ranks or Gather Information 4 ranks

Benefit: You can use a Knowledge (business) check or Gather Information check to easily find merchants/shops that have lower prices and those that are willing to pay more for what you sell. Depending on the check's result, you find a merchant/shop with whom you can buy an item with a discount (stacks with the effects of Haggling, see Diplomacy skill) or sell an item with at increased price (stacks with the effects of Haggling), depending on the result, as shown in the table below.

Check Result	Effect
15 – 20	5% discount/bonus
21 – 25	7% discount/bonus
26 – 30	10% discount/bonus
31+	15% discount/bonus

In addition, when attempting a Haggling to alter a price, you can make Knowledge (business) checks instead of Diplomacy checks.

Grenade Expert

You are skilled with grenades.

Benefit: Increase the distance you can throw grenades by 5 ft and the amount of grenades you can carry by 1. In addition, grenades you throw deal +1 point of damage for each dice of damage dealt (for example: a normal grenade would deal 3d6+3, while a grenade modified by a Combat Power that deals 5d6 points of damage would deal 5d6+5).

Greater (Ability Score)

You improve one of your ability scores.

Benefit: Select one of your ability scores. Increase it by 1.

Special: This feat can be selected multiple times. Its effects stack to a maximum of 5 increases to the same ability score.

Greater Parry

Every missed melee attack against you gives you the opportunity to strike back.

Prerequisites: Parry, Dex 16+

Benefit: When an opponent misses a melee attack against you, you can make a free melee attack against that opponent. You can use this feat a number of times each round equal to your Dexterity modifier.

Gun Kata

When you manage to dodge a melee attack you can immediately react with a shot.

Prerequisites: Tumble 8 ranks, Dex 15+, Close Contact Shooting

Benefit: Whenever an enemy misses a melee attack against you, you can make a free One-Shot attack action against that enemy with a Pistol or Submachine Gun you wield (or a Full-Auto Fire attack action if the weapon is a Burst weapon). If this feat is used multiple times in the same round, you take a cumulative -5 penalty for each additional free attack action made.

Hide in Plain Sight

You can use the Hide skill even while being watched.

Prerequisites: Wis 14+, Dex 16+, Hide 8 ranks

Benefit: The skill Hide can now be used even while being watched by another character for as long as there is a place that can provide you cover or concealment against the target, up to 10 ft away from you. If your Dexterity is 20+, you can attempt to move into an area where you can use Hide in Plain Sight during the turn of an opponent, by making an opposed Reflex save with that opponent. If you succeed on the Reflex save, you immediately spend one action to move into that area while using this feat. However, you lose the first action of your next turn.

This feat can also be used to completely blend into a crowd, becoming like a ghost that no one notices. When attempting to use the Blend into a Crowd feature of the Hide skill, you can also use this feat by making a Bluff or Disguise check (GM determines the DC based on crowd's general size, but usually is between 15 and 30) allowing you to become unnoticeable to everyone trying to find you and everyone around you (you don't truly become invisible, you merely become someone that people don't even pay attention to).

Improved Precise Shooting

Your shots are more precise to a point where even cover may not help your target that much.

Prerequisites: BAB +4, Wis 14+, Dex 14+, Precise Shooting

Benefit: Your ranged attacks treat the cover and concealment bonus of your targets as if the cover was 1 step lower. This means that targets with Massive Cover (+10 Def) are considered to have only Three-Quarters (+7 Def), those with Three-Quarters cover are considered to have One-Half (+4 Def), etc. The same reduction applies to Concealment: Total Concealment (50%) becomes Concealment (20%) and normal Concealment (20%) becomes None (0%). In addition, when you shoot or throw ranged weapons at a grappling opponent, you automatically strike at the opponent you have chosen.

Normal: See rules on the effects of cover and concealment. Without this feat, a character that shoots or throws a ranged weapon at a target involved in a grapple must roll randomly to see which grappling combatant the attack strikes.

Improved Weapon Focus

Your combat skills with the selected weapon improve.

Prerequisites: Weapon Focus

Benefit: Select one weapon type to which your Weapon Focus feat applies. Shots made with weapons of that type now gain +1 additional bonus to attack rolls.

Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different weapon type o which the Weapon Focus feat applies.

Jack of All Trades

You can use any skill, regardless of your training.

Prerequisites: Int 13+

Benefit: You are able to make any skill check, even if you have 0 skill ranks in a skill that requires at least 1/2 skill rank in order to use (such as Knowledge or Electronics, for example).

Special: Because you can use any skill even if untrained, you add any bonus you might have on that skill check, even if you don't have at least 1/2 skill rank.

Normal: Without this feat, skills that have a Yes on the Training entry can only be used if the character has at least 1/2 rank in them. A character only gains any bonuses he might have to those skills (such as bonuses from feats) if he has at least 1/2 skill rank in them.

Jet Dodge

Your expertise with Jump Jets allows you to perform sudden extreme changes in direction.

Prerequisites: Acrobatic, Dex 15+

Benefit: You can switch directions in mid-air using your Jump-Jets. When using the jump jets to execute a charge attack, instead of going only in a straight line you can make one immediate direction change of no more than 90º. Doing so grants a +3 dodge bonus to defense because of the unpredictable and rapid movement, but forces you to make a Tumble check DC 10 to avoid landing prone. If the direction change is used to reach a point to which the character did not have line-of-sight before initiating the charge, the DC doubles.

In addition, you can also use the jump jets to rapidly propell yourself out of danger, by spending up to 15 ft worth of flight and moving to either the left or the right an equal amount. Using them this way provides a +1 bonus to Defense for every 5 ft moved (do not gain movement bonus to Defense). This can be performed once per round and even during the turn of an opponent. In addition, if you have the *Tactical Cloak* or the *Biotic Charge* power, you can choose to spend 2 tech points or 2 biotic points respectively to become invisible (with *Tactical Cloak*) or seemingly phase out of existence (with *Biotic Charge*) during this special movement to double the Defense bonus.

Limb Breaker

You are able to break an enemy's limb when you have him pinned.

Prerequisites: BAB +4, Str 14+

Benefit: If you successfully pin your opponent, you can attempt to break one of his limbs or hands. To do so, you must spend one action and make an opposed Str check with him. For this check your opponent receives a -4 penalty, since most of his movements are impaired. Those involved in the check gain a +4 bonus for each size larger than Medium and a -4 penalty for each size smaller than Medium. If you win, you break one of his limbs or hands (your choice), and he suffers all the penalties and damage from having it broken (see Losing Body Parts). If you fail to beat his Str check, you cannot break any of his limbs and he automatically escapes from the pin but is still considered being grappled.

You can attempt to break more than one limb/hands, but such is far more difficult and greatly depends on how chance made the grapple occur. When using this feat you must decide whether you are attempting to break one limb/hand or more. If the later is chosen, you take a -4 penalty on your Str check. To determine the limbs/hands you break, roll a d10 and see the following table.

d10	Effect
1 – 2	You break the target's left and right arms
3 – 4	You break the target's left arm and hand
5 – 6	You break the target's right arm and hand
7 – 8	You break the target's left and right legs
9 – 10	You break the target's left and right hands

This feat may be used to dislocate one or more limbs, instead of breaking them (hands cannot be dislocated). The process is exactly the same and a dislocated limb carries the same penalties as a broken limb, with the exception that the creature doesn't take any ability score drain and doesn't suffer from bleeding effect.

This feat cannot be used on creatures without a humanoid anatomy, such as the Klixen or Hanar.

This feat can be used at any time during a situation where you have the creature pinned.

Low Damage Output

Some of your tech power now emit energy in less damaging frequencies.

Prerequisites: Access to at least 2 different tech powers that deal damage to one or more targets

Benefit: Select three tech power that deal damage to one or more targets. Whenever that power deals damage to normal HP, you can have it deal non-lethal damage instead of normal damage (when you use that power, you choose whether it deals normal or non-lethal damage).

Special: This feat can be selected several times. Each time it is selected, it applies to three different powers.

Luck of Heroes

Luck seems to bless you when you most need it to.

Benefit: Once per day, you can reroll one single d20 roll. You can take the best of the two results.

Major Endurance

Your bodily physic allows you to stabilize quickly.

Prerequisites: Endurance

Benefit: When rolling a d% to become stable, you have a 50% chance of success instead of 10%. In addition, when you are healed by Medi-Gel, you heal an additional amount equal to your Constitution modifier.

Martial Prowess

You excell in hand-to-hand combat.

Prerequisites: BAB +3, Str 14+

Benefit: You increase your base melee damage from 1d3+Str mod to 1d6+Str mod (if you already possess some ability that increases the damage dice for melee attacks, you gain instead a +1 damage bonus with melee attacks). In addition, you gain a +2 on all Combat Maneuver checks (with exception of Charge, Aid Another and Thrown Weapon).

Neck Breaker

When grappling, you are able to break an enemy's neck.

Prerequisites: BAB +4, Str 14+

Benefit: If you maintain grapple on a target for 3 consecutive rounds, you can attempt to break his neck by spending one action. To do so, you must make an opposed Strength check against the target. You gain a +10 bonus on this check and those involved in the check gain a +4 bonus for each size larger than Medium and a -4 penalty for each size smaller than Medium. If you succeed, you immediately break the target's neck, killing him instantly. If you fail, the character is still grappled (or pinned, if he was pinned when this feat was used) and you can continue to attempt to use this feat for as long as the 3 consecutive rounds restriction is maintained.

This feat can also be used after pinning a character with a grapple check, without the need to maintain the grapple for 3 consecutive rounds. This feat cannot be used on creatures without a humanoid anatomy, such as the Klixen or Hanar.

Photographic Memory

A character with photographic memory has an uncanny ability to remember things.

Prerequisites: Int 18+, can only be selected at 1st level

Benefit: A character with photographic memory has an uncanny ability to remember things. After reading a book, they can quote passages without missing a word, and they almost never forget anything. The GM will provide information that the character would remember whenever it is necessary. Under stressful conditions involving numerous distractions, you must make a Concentration check DC 15 to absorb what your senses detect. Success enables you to recall an event perfectly: the GM relates to you exactly what was seen or heard.

If you merely glanced or sensed faintly at what you are trying to remember, increase the Concentration DC by +10.

Piercing Power

One of your powers is capable of going through layers of protection.

Prerequisites: Access to at least 3 different powers, all of which must be at rank 3 or higher.

Benefit: Select one power. That power's damage now carries to another level of protection. Example, if a power deals 20 damage against a target with 10 Shield HP and no Plating HP, then the target loses his 10 Shield HP and takes 10 points of damage in his normal HP pool. This also applies even if the damage caused by the power was increased due to the power dealing more damage against the target for a specific reason (like the power dealing more damage if the target still has Shield HP, for example).

Special: This feat can be selected several times. Each time it is selected, it applies to a different power.

Point Blank Mastery

Your shots become deadly at Point-Blank range.

Prerequisites: Dex 14+, Int 14+, Point-Blank Shot

Benefit: Whenever you fire at Point-Blank range, you increase the Critical Threat range of your shots by 1. In addition, if you are grappling a creature and manage to use a Pistol or a Submachine Gun against it, the shots are considered to be Critical Hits unless you attain a Fumble in the attack roll.

Power Arc

You can apply a small arc to your powers.

Prerequisites: Access to a power that requires a ranged touch attack, Int 12+

Benefit: When making a ranged touch attack with a power, against an enemy that has cover, reduce the cover bonuses of the target to half (rounded down).

Quick Draw

You can draw weapons with startling speed.

Prerequisite: BAB +1

Benefit: You can draw any weapon with a free action instead of requiring one action. Holstering weapons still requires a one action.

Normal: Without this feat, you requires one action to draw a weapon, or (if your base attack bonus is +1 or higher) as a free action as part of movement.

Quick Sniping

You are adept at sniping and hiding yourself.

Prerequisites: Dex 15+, BAB +3, Hide 8 ranks

Benefit: When you attempt to use the Hide skill Snipping usage against a target that is Flat-Footed, you reduce the penalty of your first Hide attempt to -15. If you hit your shot and manage to hide, the enemy takes a -4 penalty to Initiative, from the momentary confusion.

Special: This feat can only be used 1 per minute.

Quick Swap

Your hands are a blur as you adjust to a new situation.

Prerequisites: BAB +3, Quick Draw

Benefit: You can holster your current weapon while simultaneously drawing a single light melee weapon, pistol or submachine gun as a free action. This power can also be used to simply holster your current weapon as a free action.

Normal: Holstering a weapon takes one normal action.

Run

You can run faster than most.

Benefit: When using the *Run* action, you move 5 times your speed (if you are carrying no more than a Medium Load) or 4 times speed (if are carrying a Heavy Load). If you make a jump after a running start you gain a +4 bonus on your Jump check.

Special: During your *Run* action you can make a change in direction of no more than 45º. This change in direction can be made at any point during the *Run*.

Special: Without this feat your Run limit is 4 times your speed (if carrying no more than Medium Load) or 3 times your speed if carrying Heavy Load, you do not gain the +4 bonus on Jump checks made with a running start, and your *Run* action allows you to move only in a straight line.

Shot on the Run

You can fire weapons while moving around.

Prerequisites: Point Blank Shot, Dodge, Mobility, Dex 15+, BAB +4

Benefit: When taking an action to move up to your speed, you can fire one or more shots with an Atk penalty equal to your speed divided by 5 (minimum of -1 penalty). You can only take one attack action per action of movement so you can never use this feat to fire more than your weapon's RoF during a movement action.

If you use this action while making a Run, you can instead make a Double-Tap or Auto-Fire attack actions – provided you move at least two times your movement speed. If you move at least three times your movement speed you can also make a Full-Auto Fire attack action.

Regardless of the attack action you make, all your shots take and additional penalty to attack equal to your speed divided by 5 (minimum of -1 penalty).

Special: You cannot use this feat with when making a Withdraw or a Charge.

Simple Biotic Training

You have some Biotic abilities.

Prerequisites: Cha 13+, Biotics 2 ranks

Benefit: Select one Biotic power to which you meet the prerequisites, with exception of class requisites which do not need to be met. You can now use the 1st rank of that Biotic power. Additionally, you always have a number of Biotic points equal to your Cha modifier × HD (minimum of 1 per HD)

Special: If your class grants you access to Biotic Points, you do not gain the points given by this feat. However, this feat is useful to gain access to Biotic powers that are not available to your class.

You can select this feat multiple times. Its effects don't stack. Each time you take this feat you gain a different Biotic power but not additional Biotic points.

Simple Tech Training

You have some Tech abilities.

Prerequisites: Int 13+, Electronics 2 ranks

Benefit: Select one Tech power to which you meet the prerequisites, with exception of class requisites which do not need to be met. You can now use the 1st rank of that Tech power. Additionally, you always have a number of Tech points equal to your Int modifier modifier × HD (minimum of 1 per HD).

Special: If your class grants you access to Tech Points, you do not gain the points given by this feat. However, this feat is useful to gain access to Tech powers that are not available to your class. You can select this feat multiple times. Its effects don't stack. Each time you take this feat you gain a different Tech power but not additional Tech points.

Slide Through

You can slide between the legs of your opponents.

Prerequisites: Tumble 7 ranks, Dex 14+

Benefit: You can move through an opponent's occupied area or threatened area, with the use of the Tumble skill, at normal speed by sliding through the intended area. To use this feat you must move in a straight line, and must first move 10 ft before encountering the occupied or threatened area. Once you do, you make a single Tumble check to the entire occupied and threatened area. If you succeed on the check, you do not provoke AoO, otherwise you do.

Regardless of success, you continue to move in a straight line but you are sent prone right after you pass the intended area. However, if you succeed on the Tumble check, you can attempt to make one attack with each melee weapon you wield, at a -5 attack penalty, against any character that you pass through or that is adjacent to the line you move through. You cannot use this feat along with the Run action

Skill Over Luck

Your overall experience makes luck a less hurtful factor

Prerequisites: Character level 5

Benefit: You can spend one usage of this feat to turn any natural 1, attained on a d20 roll, into a natural 2 (thus it is not an automatic miss). You must use this after knowing the roll's result but before knowing the consequences of the roll.

Alternatively, you can use 4 usages of this feat to turn the result of the next d20 roll into a natural 10. Or you can use 10 usages of this feat to turn the result of the next d20 roll into a natural 20.

Each game session you have a total number of usages equal to your HD. This feat cannot be used on Instant Kill rolls.

Sneak Attack

You know to place shots where it really hurts.

Prerequisites: BAB +1, Wis 12+, see special

Benefit: Whenever you make an attack action, and hit at least 1 shot with it, against a target that has its Dexterity bonus to Defense denied (such as making a surprise attack against the target), you deal extra 1d3 points of damage. This damage is not dealt per shot, it is dealt for each attack action made against the target and only if at least one shot from that attack action deals damage to the target. In addition, this damage is not multiplied on a critical hit. With sniper rifles, the bonus damage is instead +1d6 per attack action.

Special: This feat can be selected multiple times. For each time the feat is selected, its BAB prerequisite increase by +2 (for example: if a character already has selected this feat twice, for the third time the feats prerequisites are: BAB +5, Wis 12+).

Spring Attack

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dex 13, Dodge, Mobility, BAB +4.

Benefit: When using the attack action with a melee attack, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Moving in this way does not provoke an AoO from the defender you attack, though it might provoke AoO from other creatures, if appropriate.

You must move at least 5 feet both before and after you make your attack in order to gain the benefits of this feat.

Stand Tough

You can shrug some damage each encounter.

Prerequisites: Fort base save +4, Con 16+

Benefit: 1/encounter, when you take damage from a power or a non-critical hit shot, you can make a Fortitude save (DC quals points of damage dealt). If successful, you take no damage but take 1/2 that amount of damage as non-lethal damage.

Special: You can select this feat several times to increase the number of times you can use this feat each encounter.

Track

You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the conditions as presented in the following table.

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Condition	DC modifier
Every 3 creatures in the group being tracked	-1
Size of creature or creatures being tracked:[1]	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:[2]	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail	+5

1. For a group of mixed sizes, apply only the modifier for the largest size category.
2. Apply only the largest modifier from this category

floor. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but not to follow tracks, even if someone else has already found them.

Turbocharge

Improve your Overkill and Bullet Rain powers.

Prerequisites: Overkill rank 2 or Bullet Rain rank 2, BAB +3.

Benefit: Whenever you use *Overkill* or *Bullet Rain*, you increase the size of your assault rifle or submachine gun ammo clip by 25% (rounded up). If you activate the rank 4 or higher of that power, you instead increase it by 50% (rounded up).

Special: This feat only works with weapons that aren't Single Shot.

Versatile Melee Combatant

You are versatile in various forms of melee engagement.

Prerequisites: Str 14+ or Dex 14+ plus Int 14+ or Wis 14+

Benefit: +2 bonus on all Combat Maneuvers opposed checks. 1/encounter, extend reach of melee attack by +5 ft.

Special: You can select this feat multiple times. Doing so only increases the number of usages per encounter of this feat.

Vortex

Combine Annihilation Field with Pull.

Prerequisites: *Annihilation Field* rank 4, *Pull* rank 3, Knowledge (physics) 10 ranks

Benefit: When you activate *Annihilation Field*, but not when it was activated again to create a blast, you can spend 1 Free Action to immediately apply the effects of your current *Pull* power to all those inside the field. The *Pull* power takes its normal effect (affected creatures can attempt to resist it normally) but you don't suffer from its cooldown. Instead, your *Annihilation Field* cooldown takes effect, which is increased by 1 action. In addition, you must pay the biotic points cost for both powers.

Weapon Focus

Your combat skills with the selected weapon improve.

Benefit: Select one weapon type. Shots made with weapons of that type now gain +1 additional bonus to attack rolls.

Special: A character can select this feat multiple times. Its effects don't stack. Each time you take this feat, it applies to a different weapon type o which the Weapon Focus feat applies.

Weapon Specialization

You are an expert at using a specific weapon.

Prerequisites: Weapon Focus, BAB +5

Benefit: Select a specific weapon (such as M-3 Predator) to which your Weapon Focus feat applies. If that weapon is a pistol, submachine gun or assault rifle you gain a +1 bonus damage per shot with that weapon. If it is a shotgun or a sniper rifle, you gain a +2 bonus damage per shot with it. If that weapon is melee, you gain a +1 damage bonus with it.

Chapter 4

Specializations

Combat Specialization

Combat powers are special combat-oriented abilities the character may use during an encounter to gain the advantage. Some are affect a character's grenades. Others improve the character's skills with specific firearms. Whatever focus a character chooses, if he lacks access to Biotic and Tech powers, then Combat powers will ensure his effectiveness and survivability during battles and adventures.

Some classes allow a character to improve his combat abilities by gaining Combat Specializations. These allow the character to gain ranks in Combat powers, either tom be able to use a new one or to improve an existing one. A character can also take the Extra Combat Training feat to gain one extra rank in one Combat power. The same feat may be chosen several times, each time improving the rank in a Combat power by 1 (provided the character meets the necessary prerequisites to gain such rank)

A character increases his ranks in a specific Combat power by spending one Combat specialization to increase his rank by one step, but only for that power. All characters are considered to start with 0 ranks in all Combat powers. Until the Rank 1 in a Combat power is gained, characters are not allowed to use that power. Once a rank is attained, the character can still choose to use a lesser rank of that power. He can also decide the lower the statistics of the power's rank he is using (such as damage, area or effect, etc) but not cooldown of the rank he uses.

Combat powers have prerequisites that have to be met in order to gain the 1st rank in a specific Combat power. The prerequisites are present in each Combat power description, below. To gain additional ranks, only skill and BAB prerequisites must be met. Skill prerequisites increase by 2 for each additional rank beyond 1st. Thus the *Shrapnel Grenade* rank 4 requires the character to have 8 ranks in the Repair skill. The prerequisites in form of BAB increase by +1 for each new rank, so the rank 3 of *Assassination* requires the character to have a BAB of +2.

Combat powers possess a cooldown. This cooldown represents the amount of time during which no Combat power can be used. This cooldown only kicks-in once the power is used, unless otherwise stated,or once certain conditions are met. Some classes, however, have the ability to negate this cooldown, allowing new Combat powers to be used when they normally couldn't.

Unlike Biotic or Tech powers, Combat powers take quite the toll on the character and so they can only be used a specific number of times per encounter. Some ranks, however, provide permanent bonuses while some powers require the character to spend resources like grenades.

Some Combat powers can be dismissed with 1 free action. These present a (D) in the target entry.

Combat power uses can be recovered during an encounter. For that, the character must spend 3 consecutive actions resting (doing nothing at all) but without taking any damage. If he takes any damage to his Shield HP, Plating HP or normal HP, this is interrupted and he must start over.

The following pages provide information about each power. In the following table is also a list and short description of each power.

Adrenaline Rush

A rush of adrenaline accelerates reflexes and grants time to line up the perfect shot.

Prerequisite: BAB +3. Unlike other Combat powers, each new rank of *Adrenaline Rush* increases the BAB prerequisite by 2.

Activation: 1 Free Action

Effect: The character is filled with adrenaline, allowing him to be more accurate and quicker. This power can be used a number of times per encounter equal to Constitution modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Provides a bonus on attack rolls, made while this power lasts, equal to Wisdom modifier.
- Provides a bonus on Reflex saves, made while this power lasts, equal to Wisdom modifier.
- Lasts for 1 action.
- **Cooldown:** 4 actions.

Rank 2: This power has the following statistics:

- Provides a bonus on attack rolls, made while this power lasts, equal to Wisdom modifier (minimum of 1).
- Provides a bonus on Reflex saves, made while this power lasts, equal to Wisdom modifier (minimum of 1).
- Lasts for 1 action.
- **Cooldown:** 3 actions.

Rank 3: This power has the following statistics:

- Provides a bonus on attack rolls, made while this power is active, equal to Wisdom modifier (minimum of 1).
- Provides a bonus on Reflex saves, made while this power lasts, equal to Wisdom modifier (minimum of 1).
- Lasts for 2 actions.
- **Cooldown:** 3 actions.

Rank 4: This power gains one of the following upgrades:

Hardening:

- While this power is active, the character increases armor and Shields DR by 1.

Combat Powers	Description	1st rank Skill Requirement
Adrenaline Rush	The character is filled with adrenaline, allowing him to be more accurate and quicker.	BAB +3
Arc Grenade	Grenade power. Deals greater damage against Shield HP but has reduced effect against unprotected creatures.	Electronics 2 ranks, Repair 2 ranks
Assassination	Weapon-based power. Increase skill with Sniper Rifles	BAB +0, proficiency with Sniper Rifles
Ballistic Blades	Fire a salvo of blades to impale your enemies, inflicting massive bleed damage.	BAB +3, Repair 6 ranks, Knowledge (physics) 3 ranks, Batarian race
Barricade	Creates an energy barrier that provides cover	Electronics 6 ranks
Blade Armor	Reinforce armor with razor sharp blades that damages enemies that melee you.	Electronics 4 ranks, Repair 6 ranks, Knowledge (physics) 3 ranks, Batarian race
Bullet Rain	Weapon-based power. Increase skill with Submachine Guns	BAB +0, proficiency with Submachine Guns
Carnage	Weapon-based power. Use shotguns to fire a massive blast against your target	BAB +0, proficiency with Shotguns
Cluster Grenade	Grenade power. Infuse grenade with biotic power to cause affected creatures to be sent flying and fall taking damage	Biotics 3 ranks, able to use one Biotic power
Concussive Shot	Fire a shot that pushes back the target	BAB +0, Electronics 1 rank
Flashbang Grenade	Grenade power. Grenade deals little damage but dazes and incapacitates targets	Damping 4 ranks, Decryption 4 ranks, Electronics 8 ranks, Repair 8 ranks
Fortification	Creates protective current that provides DR	Electronics 3 ranks, proficiency with medium armor
Geth Shield Pulse	Lose Shield HP to deal damage those nearby	Electronics 6 ranks, Repair 6 ranks, Knowledge (technology) 3 ranks, Geth race only
Homing Grenade	Grenade power. Grenade targets specific target dealing greater damage.	Electronics 7 ranks, Repair 7 ranks
Inferno Grenade	Grenade power. Blast covers area with flames	Electronics 1 ranks, Repair 2 ranks
Lift Grenade	Grenade power. Infuse grenade with biotic power to send affected creatures flying, keeping them in the air	Able to use *Pull*
Marksman	Weapon-based power. Increase skill with pistols	BAB +0, proficiency with Pistols
Martial Artist	Greatly improve your melee combat	Int 12+, BAB +0, Knowledge (tactics) 1 rank
Phase Disruptor	Lose Shield HP to create a beam that damages targets	Electronics 5 ranks
Overkill	Weapon-based power. Increase skill with Assault Rifles	BAB +0, proficiency with Assault Rifles
Shrapnel Grenade	Grenade power. Increases damage of normal grenades	Repair 2 ranks
Sticky Grenade	Grenade power. Throw grenade that others can't remove	Electronics 2 ranks, able to use one Tech power
Trip Mine	Transform a Power-Cell into a booby trap	Repair 6 ranks
Unity	Combine several skills to heal multiple allies at the same time, bringing them back from unconsciousness and restoring their shields in the process.	Electronics 6 ranks, First Aid 6 ranks, Repair 6 ranks, Knowledge (biology) 3 ranks, must have the Spectre achievement feat

Time Dilation:

- While this power is active, attacks made by the character have their critical threat range increased by 1.

Rank 5: This power gains one of the following upgrades:

Duration:

- Increase *Adrenaline Rush* duration by 1 action.

Burst:

- The character can change the effect of the *Adrenaline Rush* into a burst of adrenaline that allows him to remove the cooldown effect of any of the following powers or abilities: Biotic power, Tech power, First-Aid or Shield Boost.
  - When using this ability, reduce Adrenaline Rush cooldown by 1 action.
- The normal effects of the power do not apply.
- The character must decide to use this ability when first activating *Adrenaline Rush*.

Rank 6: This power gains one of the following upgrades:

Ignore Pain:

- While this power is active, the character increases all forms of DR he possesses by 1.

Greater Rush:

- While this power is active, the character gains the possibility of using 1 extra action, which can only be used in the character's round. The character gains only 1 single action for the entire duration of *Adrenaline Rush*, so if the character decides to use this extra action in the first round that Adrenaline Rush is active, he cannot perform one extra action in the second round (provided this power's duration is used in a way that lasts up to a second round). A full-round action still consumes the entire round, even if the character has 3 actions in that round.

- The extra action cannot be used to make attack actions, but can be used for anything else.

Arc Grenade

Stun and electrocute your enemies with an EMP-packed grenade. Effective against shields and barriers.

Prerequisite: Electronics 2 ranks, Repair 2 ranks.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character can alter his grenades to release an EMP charge when they explode. This blast deals little damage to creatures without Shield HP but it carries a chance of stunning any creature (organics, mechanical and synthetics), caught in the blast, for a small duration. In addition, it deals a large amount of damage against Shield HP.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Fortitude save negates the stun effect; Reflex save halves the damage. DC equals 12 + Electronic ranks divided by 2.

Rank 1: This power has the following statistics:

- Grenade deals 1d6 points of damage against creatures without Shield HP.
- Grenade deals 4d6 points of damage against Shield HP.
- Radius: 25 ft
- Creatures without Shield HP are stunned for 1 action (the first action of their next turn).

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 1d6 points of damage against creatures without Shield HP.
- Grenade deals 5d6 points of damage against Shield HP.
- Radius: 25 ft
- Creatures without Shield HP are stunned for 1 action (the first action of their next turn).

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage against Shield HP and against creatures without Shield HP by 1d6

Radius:

- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Electrical Damage:

- Affected creatures take 1d6 points of damage per round for the next 2 rounds.

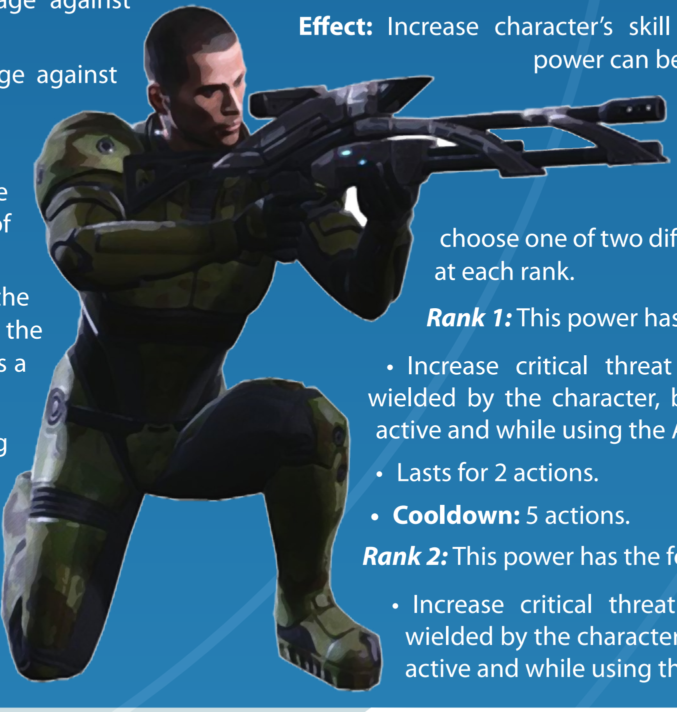
Rank 6: This power gains one of the following upgrades:

Armor-Piercing:

- Creatures without Shield HP but with Plating HP now take the same damage they would take as if they had Shield HP.

Shield Overload:

- Increase damage against Shield HP to d8s instead of d6s (only the initial damage from the blast).



Assassination

Increase skill with sniper rifles.

Prerequisite: BAB +0, proficiency with Sniper Rifles.

Activation: 1 Free Action

Effect: Increase character's skill with sniper rifles. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Increase critical threat range of sniper rifles, wielded by the character, by 1 while this power is active and while using the Aiming action.
- Lasts for 2 actions.
- **Cooldown:** 5 actions.

Rank 2: This power has the following statistics:

- Increase critical threat range of sniper rifles, wielded by the character, by 1 while this power is active and while using the Aiming action.

- Lasts for 2 actions.
- **Cooldown:** 4 actions.

Rank 3: This power has the following statistics:

- Increase critical threat range of sniper rifles, wielded by the character, by 2 while this power is active and while using the Aiming action.
- Lasts for 3 actions.
- **Cooldown:** 4 actions.

Rank 4: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.

Stability:

- Decrease total recoil penalty of sniper rifles, wielded by the character, by 1 while this power is active.

Rank 5: This power gains one of the following upgrades:

Precision:

- Increase the bonus to critical threat range, while this power is active, by 1.

Duration:

- Increase Assassination duration by 1 action.

Rank 6: This power gains one of the following upgrades:

Deadly:

- Spend one additional usage of *Assassination* to make the next successful attack with a sniper rifle, wielded by the character, an automatic critical hit. This attack does not need to be rolled. You don't get Instant Kill rolls from this.
- This can only be used while using Aiming.
- Using this ability automatically ends this power.

Accuracy:

- Increase the bonus to critical threat range, while this power is active, by 1.

Ballistic Blades

Fire a salvo of blades to impale your enemies, inflicting massive bleed damage.

Prerequisite: BAB +2, Repair 4 ranks, Knowledge (physics) 3 ranks, Batarian race

Target: Creatures in area

Range: Varies with rank

Activation: 1 action

Effect: This power creates many razor sharp blades in the character's omni-tool, which are then fired into a specific area, dealing damage to any creature in it and causing them to bleed for a short duration. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1). Creatures in the area are allowed a Reflex save to halve the damage and to negate the bleeding effect.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Save: Reflex save halves damage. DC equals 10 + Repair ranks divided by 2 + Wis mod.

Rank 1: This power has the following statistics:

- Area: 40 ft cone
- Damage to all in area: 5d6
- Creatures damaged by this power gain Bleeding 1
- Bleeding Duration: 3 actions.

Rank 2: This power has the following statistics:

- Area: 40 ft cone
- Damage to all in area: 5d6
- Creatures damaged by this power gain Bleeding 1
- Bleeding Duration: 3 actions.
- Cooldown reduced to 2 actions.

Rank 3: This power has the following statistics:

- Area: 40 ft cone
- Damage to all in area: 6d6
- Creatures damaged by this power gain Bleeding 1
- Bleeding Duration: 3 actions.
- Cooldown reduced to 2 actions.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage dealt by 1d6

Spread:

- Area becomes half a circle (radius equal to cone size), centered on you

Rank 5: This power gains one of the following upgrades:

Attack Range:

- Increase size of area cone to 60 ft.

Improved Damage:

- Increase damage dealt by 1d6

Rank 6: This power gains one of the following upgrades:

Damage and Bleed:

- Increase damage dealt by 1d6
- Increase Bleeding duration by 1 action

Explosive Blades:

- Increase save DC by 2

Barricade

Deploys a temporary energy barricade that will boost *shield regeneration for everyone who takes cover behind it.*

Prerequisite: Electronics 6 ranks

Target: Creatures in area

Range: Varies with rank

Activation: 1 action, used at the same time as a Power-Cell altering its effects

Effect: The character can alter the effects of a Power-Cell to create an energy barricade in a 10-ft side square but one of the sides is open to allow creatures to get inside it. The barrier is 3 ft tall, enough to provide half cover to a Medium-size creature. In addition, the barrier also provides Shield HP regeneration to characters that still have Shield HP.

The barricade has the following base statistics: Defense of 5 and 50 Shield HP when a Small-Capacity Battery Power-Cell is used. With rank 2 and every rank thereafter, the barricade gains +10 Shield HP.

The barricade's occupied space must include the character's occupied space. There is no limit to the number of barricades the character can create.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Special: This power requires the character to spend a Small-Capacity Power-Cell. If more advanced Power-Cells are used, the barricade's base effects are increased as follows:

Medium-Capacity Power-Cell: the barricade has Defense 8, 70 Shield HP, Shield HP DR 1 and its duration increases by +2 actions. Its regeneration ability increases by 1

High-Capacity Power-Cell: the barricade has Defense 12, 100 Shield HP, Shield HP DR 2, its duration increases by +3 actions and the barricade increases to a 15 ft square. Its regeneration ability increases by 3

Emergency Battery Power-Cell: the barricade has Defense 15, 150 Shield HP, Shield HP DR 4, its duration increases by +4 actions, the barricade increases to a 15 ft square and the barricade's height increased by +1 ft making it a three-quarters cover for Medium size characters. Its regeneration ability increases by 5

Cooldown: 2 actions

Rank 1: This power has the following statistics:

- Characters inside the barricade regenerate 3 Shield HP per action, but only if they have Shield HP.
- Duration: 4 actions

Rank 2: This power has the following statistics:

- Characters inside the barricade regenerate 3 Shield HP per action, but only if they have Shield HP.
- This power consumes only 1/2 of the Power-Cell, effectively allowing the character to use the same Power-Cell twice to activate this power. However, once the Power-Cell is used to activate a Barricade once, its normal effects can no longer be used.
- Duration: 4 actions

Rank 3: This power has the following statistics:

- Characters inside the barricade regenerate 3 Shield HP per action, but only if they have Shield HP.
- This power consumes only 1/2 of the Power-Cell, effectively allowing the character to use the same Power-Cell twice to activate this power. However, once the Power-Cell is used to activate a Barricade once, its normal effects can no longer be used.
- Duration: 5 actions

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration by +2 actions.

Power Consumption:

- This power consumes only 1/3 of the Power-Cell, effectively allowing the character to use the same Power-Cell three times to activate this power. However, once the Power-Cell is used to activate a Barricade once, its normal

effects can no longer be used

Rank 5: This power gains one of the following upgrades:

Weapon Feedback:

- While inside the barricade, characters gain +1 bonus damage (multiplied on a critical hit) per shot/attack and have their total recoil penalty reduced by 1.

Power Feedback:

- While inside the barricade, characters have the DCs of their powers increased by 2, have the damage dealt by their powers (if any and except Ammo powers) increased by +2 and their powers require 1 less Tech or Biotic point to activate.

Rank 6: This power gains one of the following upgrades:

Regeneraton:

- Barricade now regenerates Shield HP to all characters inside it, regardless of whether the character still has Shield HP left or not.

Electric Defense:

- Any creature that stands adjacent to the barricade's front (the side opposite to the barricade's entrance) takes 2d6 points of damage, +1d6 if the creature is a synthetic creature, +1d6 if the creature has Shield HP. Creatures that take damage from the barricade are charged with electric energy for 2 actions, allowing others to detonate those creatures with any tech power that does damage to Shield HP. The detonation deals 4d6 points of damage and affects all in a 10-ft radius.

Blade Armor

Reinforce armor with razor sharp blades that damages enemies that melee you.

Prerequisite: Electronics 3 ranks, Repair 4 ranks, Knowledge (physics) 3 ranks, Batarian race

Target: Self (D)

Activation: 1 action

Duration: Until dismissed

Effect: This power creates many razor sharp blades around the user's armor, granting the user increased damage, DR and the ability to reflect melee damage, at the cost of increasing the cooldown of any power used while its activated. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions after Blade Armor is dismissed

Note: This power has no effect on attacks and abilities that instantly kill the target (regardless of HP) and it has no effect on attacks and melee abilities used by creatures one or more sizes larger than the character.

Rank 1: This power has the following statistics:

- Damage Reduction of 1
- Melee bonus damage: +1d3
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Half of melee damage received is also dealt to the attacker (rounded down)

Rank 2: This power has the following statistics:

- Damage Reduction of 1
- Melee bonus damage: +1d4
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Half of melee damage received is also dealt to the attacker (rounded down)
- Cooldown reduced to 2 actions.

Rank 3: This power has the following statistics:

- Damage Reduction of 1
- Melee bonus damage: +1d6
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Half of melee damage received is also dealt to the attacker (rounded down)
- Cooldown reduced to 2 actions.

Rank 4: This power gains one of the following upgrades:

Durability:

- Increases Damage Reduction by 1

Melee Damage:

- Melee bonus damage changed to +1d8

Rank 5: This power gains one of the following upgrades:

Shield Recharge:

- While this power is active, the razor blades slowly regenerate the character's shields at the rate of 1 point per action.

Damage Returned:

- Now all melee damage received is dealt to the attacker.

Rank 6: This power gains one of the following upgrades:

Power Recharge:

- The cooldown increase of other powers is reduced by 1 action.

Durability:

- Increases Damage Reduction by 1

Bullet Rain

Increase skill with submachine guns.

Prerequisite: BAB +0, proficiency with Submachine Guns.

Activation: 1 Free Action

Effect: Increase character's skill with submachine guns. This power can be used a number of times per encounter equal to Wisdom modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.
- Lasts for 2 actions.
- **Cooldown:** 4 actions.

Rank 2: This power has the following statistics:

- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.
- Lasts for 2 actions.
- **Cooldown:** 3 actions.

Rank 3: Upon attaining this rank, the clip size of any submachine gun, wielded by the character, is increased by 4 (this is a permanent bonus). In addition, this power has the following statistics:

- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.
- Lasts for 3 actions.
- **Cooldown:** 3 actions.

Rank 4: This power gains one of the following upgrades:

Stability Synergy:

- Reduce total recoil penalty of submachine guns by 2 while this power is active.

Firing Rate:

- Increase rate of fire with submachine guns, wielded by the character, by 1 while this power is active.

Rank 5: Upon attaining this rank, the critical threat range of any submachine gun, wielded by the character, is increased by 1 (this is a permanent bonus). In addition, this power gains one of the following upgrades:

Duration:

- Increase *Bullet Rain* duration by 1 action.

Headshots:

- Increase critical multiplier of submachine guns, wielded by the character, by 1 while this power is active.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.

Accuracy:

- Reduce total recoil penalty of submachine guns by 2 while this power is active.

Carnage

Increase skill with shotguns.

Prerequisite: BAB +0, proficiency with Shotguns.

Activation: 1 action

Effect: Increase character's skill with shotguns. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Empty at least half an entire shotgun ammo clip (or an entire one if the weapon is a SS weapon) to launch a blast against the target. A normal attack must be made to see if blast hits the target.
- Target must be up to 60 ft away.
- Damage dealt: critical hit damage to target, half that to adjacent creatures. If the weapon deals extra damage to targets within range, that damage is also dealt.
- If the target of the *Carnage* is on fire and this ability kills him, the blast area increases by 5 ft and affected creatures are caught on fire, with no save to avoid.
- **Cooldown:** 4 actions.

Rank 2: This power has the following statistics:

- Empty at least half an entire shotgun ammo clip (or an entire one if the weapon is a SS weapon) to launch a blast against the target. A normal attack must be made to see if blast hits the target.
- Target must be up to 60 ft away.
- Damage dealt: critical hit damage to target, half that to adjacent creatures. If the weapon deals extra damage to targets within range, that damage is also dealt.
- If the target of the *Carnage* is on fire and this ability kills him, the blast area increases by 5 ft and affected creatures are caught on fire, with no save to avoid.
- **Cooldown:** 3 actions.

Rank 3: Upon attaining this rank, the critical threat range of shotguns, wielded by the character, increase by 1 (this is a permanent bonus). In addition, this power has the following statistics:

- Empty at least half an entire shotgun ammo clip (or an entire one if the weapon is a SS weapon) to launch a blast against the target. A normal attack must be made to see if blast hits the target.

- Target must be up to 60 ft away.
- Damage dealt: critical hit damage +1d6 to target, half that to adjacent creatures. If the weapon deals extra damage to targets within range, that damage is also dealt.
- If the target of the *Carnage* is on fire and this ability kills him, the blast area increases by 5 ft and affected creatures are caught on fire, with no save to avoid.
- **Cooldown:** 3 actions.

Rank 4: This power gains one of the following upgrades:

Radius:

- Increase blast radius by 5 ft. Targets in the blast area take as much damage as the target.

Damage:

- Increase blast damage by +1d6.

Rank 5: This power gains one of the following upgrades:

Incapacitate:

- The target of the blast is dazed for 1 action.

Recharge Speed:

- Reduce cooldown by 1 action.

Rank 6: Upon attaining this rank, the critical threat range of shotguns, wielded by the character, increase by 1 (this is a permanent bonus). In addition, this power gains one of the following upgrades:

Armor Damage:

- If target still has Plating, increase the critical multiplier of the shotgun by 1 for the purpose of determining the blast's damage.

Damage:

- Increase blast damage by +1d6.

Cluster Grenade

Lob a biotic-infused grenade at your enemies and watch them fly.

Prerequisite: Biotics 3 ranks, able to use one Biotic power.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character can infuse his grenades with biotic power to have the creatures in the area by the grenade blast fly into the air until the beginning of their next available action. When this duration ends, they take falling damage normally, but do not risk damaging the body with the fall. Affected creatures can save to avoid being sent flying. All rules for throwing grenades still apply normally.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Fortitude save negates flying effect. DC equals 12 + Electronics ranks divided by 2.

Rank 1: This power has the following statistics:

- Grenade deals 3d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 4d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6

Radius:

- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Damage Combo:

- Creatures sent flying with this power have the damage reduction of their armor reduced by 1 for the next two actions.

Rank 6: This power gains one of the following upgrades:

Damage & Force:

- Increase damage by 1d6.
- Increase flying distance by 5 ft.

Stronger Lift:

- Increase the Fortitude save DC by 2.

Concussive Shot

Flatten your enemy with a precise blast of your weapon.

Prerequisite: BAB +0, Electronics 1 rank. Unlike other powers, the skill ranks prerequisites increase by +1 instead of +2.

Target: Self (D)

Activation: Along with the attack

Effect: This power alters the character's weapon to deliver a single shot with more impact force. The shot travels faster and when it connects explodes sending the target back. Affected targets can save to avoid being pushed back.

To use this attack, the character must make a normal One-Shot attack. He must decide to use this power before the attack roll is made. If the attack is successful, the shot does not deal its normal damage, being replaced instead by this power's effects. This shot is not empowered with the current ammo properties. Even if the attack resulted on a critical hit, this power's statistics remain the same, unless otherwise stated. This power can be used a number of times per encounter equal to Wisdom modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Fortitude save negates flying effect. DC equals 12 + Electronics ranks divided by 2.

Rank 1: This power has the following statistics:

- Power deals 1d6 damage.
- The target is pushed back 5 ft away and falls prone.
- **Cooldown:** 3 actions.

Rank 2: This power has the following statistics:

- Power deals 1d6 damage.
- The target is pushed back 5 ft away and falls prone.
- **Cooldown:** 2 actions.

Rank 3: This power has the following statistics:

- Power deals 1d6 damage.
- The target is pushed back 10 ft away and falls prone.
- **Cooldown:** 2 actions.

Rank 4: This power gains one of the following upgrades:

Force:

- Target is pushed back an additional 5 ft.
- Increase this power's damage by 1d6.

Radius:

- Any creature adjacent to the target also takes this power's damage and must save or is sent prone.

Rank 5: This power gains one of the following upgrades:

Shatter:

- If the target is frozen, it takes an additional 1d6 points of damage.
- If the target is frozen, it is pushed back an additional 10 ft.

Recharge Speed:

- Reduce cooldown to 1 action.

Rank 6: This power gains one of the following upgrades:

Amplification:

- This shot now includes the effects of the normal attack, so it adds weapon damage (normally multiplied if the attack resulted on a critical hit), as well as the Ammo power applied to the weapon.

Devastating:

- Organic targets with no Shield HP or Plating take extra 2d6 points of damage and are sent back an additional 10 ft.
- Increase cooldown increase of others powers by 1 action.

Flashbang Grenade

Throw a disorienting, concussive charge that inflicts minor damage and incapacitates all nearby targets.

Prerequisite: Damping 4 ranks, Decryption 4 ranks, Electronics 8 ranks, Repair 8 ranks.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character can alter his grenades to release a flashbang blast. This blast deals little damage to creatures in the area but dazes targets and incapacitates them. For the duration of the incapacitate feature of this power, the affected creature's weapons overheat and can't be used, the omni-tool is jammed so it cannot be used and no Tech or Biotic power can be used as well (though any power already activated remains active).

Satellite Defence unit-01

When ranks 5 and 6 are attained, the character must choose one of two different effects for each rank.

Save: Fortitude save negates the daze effect; Will save negates the disabling effect. DC equals 12 + Decryption ranks divided by 2.

Rank 1: This power has the following statistics:

- Grenade deals 1d6 points of damage.
- Daze duration: 1 actions (first action of affected creature's turn).
- Incapacitate duration: 1 actions (first action of affected creature's turn).
- Radius: 20 ft

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 1d6 points of damage.
- Daze duration: 1 actions (first action of affected creature's turn).
- Incapacitate duration: 2 actions.
- Radius: 25 ft

Rank 4: This power has the following statistics:

- Grenade deals 1d6 points of damage.
- Daze duration: 2 actions.
- Incapacitate duration: 2 actions.
- Radius: 25 ft

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Frag Grenade:

- Increase grenade damage to 3d6.

Rank 6: This power gains one of the following upgrades:

Improved Flashbang Grenade:

- Increase save DC of this power by +2.
- Increase radius by 5 ft.

Senses Overload:

- Increase daze and incapacitate duration by 1 action.

Fortification

A visible white shield surrounds you and your armor.

Prerequisite: Electronics 3 ranks, proficiency with medium armor. Unlike other powers, the skill ranks prerequisites increase by +1 instead of +2.

Target: Self (D)

Activation: 1 action

Effect: This power surrounds the character with a white-like solid barrier, created by reinforcing the armor using protective Foucault currents. This power provides a certain amount of DR to the character's HP, Shield HP and Plating HP, at the cost of increasing the cooldown of any power used while this lasts and reducing character's speed.

The character can purge the current (thus dismissing this power), to charge his/her gauntlets/fists and gain a damage bonus on melee attacks for a certain duration. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Damage Reduction of 1.
- Melee bonus Damage: +1d6. This damage is multiplied on critical hits.
- Melee bonus damage lasts: 4 actions
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Character speed is reduced by 10 ft.
- **Cooldown:** 4 actions.

Rank 2: This power has the following statistics:

- Damage Reduction of 1.
- Melee bonus Damage: +1d6. This damage is multiplied on critical hits.
- Melee bonus damage lasts: 4 actions
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Character speed is reduced by 10 ft.
- **Cooldown:** 3 actions.

Rank 3: This power has the following statistics:

- Damage Reduction of 1.
- Melee bonus Damage: +2d6. This damage is multiplied on critical hits.
- Melee bonus damage lasts: 4 actions
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Character speed is reduced by 10 ft.
- **Cooldown:** 3 actions.

Rank 4: This power gains one of the following upgrades:

Durability:

- Increase damage reduction by 1.

Melee Damage:

- Increase melee damage by +1d6. This damage is multiplied on critical hits.

Rank 5: This power gains one of the following upgrades:

Shield Recharge:

- While this power is active, the Foucault current slowly regenerate the character's shields at the rate of 1 point per action.

Power Synergy:

- The cooldown increase of other powers is reduced by 1 action.

Rank 6: This power gains one of the following upgrades:

Lighter Currents:

- Character's speed is no longer reduced.

Durability:

- Increase barrier's Damage Reduction by 1.

Geth Shield Pulse

You can redirect your kinetic barriers into pulses that damages your enemies at the cost of shield strength.

Prerequisite: Electronics 6 ranks, Repair 6 ranks, Knowledge (technology) 3 ranks, geth race only (cannot be selected by other races even through Unique Specializations)

Target: All enemies in area

Activation: 2 actions

Area: Varies with specialization

Cooldown: 1 action

Effect: By manipulating your shields, you can use your shields to release damaging pulses. Using this power, however, removes your Shield HP as you damage those around you. This power lasts for as long as you maintain it but using it prevents you from doing anything else since you also compact yourself into an almost fetal position (you gain bonuses to Defense as if you were prone). It takes one action to end this power, after which the cooldown kicks in (during this action you also get up back into normal position). In addition, enemies affected by this power are also dazed for 1 action. Fortitude save negates this daze effect. Power's statistics vary with rank.

If you lose all Shield HP while using this power, it automatically ends but you must still spend an action to get back from the prone position. While this power is active you cannot gain Shield HP in any way.

This power can be used a number of times per encounter equal to 1 + Intelligence modifier (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Fortitude save negates daze effect. DC equals 12 + Electronic ranks divided by 2.

Note: This power cannot be selected by any race other than geth, not even through Unique Specializations. In addition, enemies killed by this power are vaporized, along with all equipment and loot they might have.

Rank 1: This power has the following statistics:

- When you activate this power you deal 1d6 points of damage to each enemy in the area.
- When you activate this power you lose a number of Shield HP equal to half to total damage dealt.
- Any enemy that ends an action within the power's area takes 1d4 points of damage and you lose 1 Shield HP.
- This power affects an area of 10 ft radius.

Rank 2: This power has the following statistics:

- When you activate this power you deal 2d6 points of damage to each enemy in the area.
- When you activate this power you lose a number of Shield HP equal to half to total damage dealt.
- Any enemy that ends an action within the power's area takes 1d4 points of damage and you lose 1 Shield HP.
- This power affects an area of 10 ft radius.

Rank 3: This power has the following statistics:

- When you activate this power you deal 2d6 points of damage to each enemy in the area.
- When you activate this power you lose a number of Shield HP equal to half to total damage dealt.
- Any enemy that ends an action within the power's area takes 1d4 points of damage and you lose 1 Shield HP.
- This power affects an area of 15 ft radius.

Rank 4: Upon attaining this rank, this power gains one of the following upgrades:

Radius:

- Increase area of effect by 5 ft.

Damage:

- Increase initial damage by 1d6 point.
- Increase damage per action by 1d4 point. You lose 1 additional Shield HP.

Rank 5: This power gains one of the following upgrades:

Mobility:

- You can now have this power active and act normally. You no longer require one action to end this power (since you no longer go into a compact prone position). You must now spend one free action to end this power.

Wave Length:

- Damage dealt by this power now bypasses all existing DR of the affected creatures.

Rank 6: This power gains one of the following upgrades:

Greater Pulse:

- Increase area of effect by 5 ft.
- You can activate this power with 1 action.

Greater Damage:

- Increase initial damage by 1d6 point.
- Increase damage per action by 1d4 point. You lose 1 additional Shield HP.

Homing Grenade

Launch this seeking grenade to track down a target, causing a massive explosion on impact.

Prerequisite: Electronics 7 ranks, Repair 7 ranks.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Range: 40 ft

Effect: The character can choose to throw a grenade through his omni-tool, but against a specific target. Doing so causes the grenade to fly and seek that target, dealing damage on impact. Because of the hooming seeking abilities of the grenade, cover and movement bonuses to the target's Defense are halved. The character must succeed on a ranged touch attack to affect the target.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Note: because this power fires the grenade from the omni-tool, instead of being the character using his Strength to throw it, there is a specific range for the power which is not dependant on the character's Strength.

Rank 1: This power has the following statistics:

- Grenade deals 5d6 points of damage to the target.

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 6d6 points of damage to the target.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6

Impact Radius:

- Creatures adjacent to the target now take half the damage dealt.

Rank 5: This power gains one of the following upgrades:

Capacity:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Fire Damage:

- Targets damaged by this power are caught on fire, taking 1d6 fire damage per action for 2 actions.

Rank 6: This power gains one of the following upgrades:

Armor Damage:

- Deal 50% more damage against Plating HP.
- Reduce target's Plating HP DR by 1 for 3 actions.

Split Grenade:

- The grenade splits and seeks two different targets (only one grenade is consumed). A ranged touch attack roll must still be made against each target. If it hits, it deals only 50% of normal damage. Targets must still be in range and no more than 40 ft away from each other.

Inferno Grenade

Cluster-bomb a small area with plasma fire.

Prerequisite: Repair 2 ranks.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character throws a grenade filled plasma that cover the blast area with fire, dealing damage to anyone within, or that enters, the affected area.

An *Inferno Grenade* explodes immediately after contact with a surface.

All rules for throwing grenades still apply normally.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Creatures in the area take 1d6 damage for each action in which they acted within the area or passed through it.
- Radius: 15 ft
- Area remains on fire for 3 actions.

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Creatures in the area take 2d6 damage for each action in which they acted within the area or passed through it.
- Radius: 15 ft
- Area remains on fire for 3 actions.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6

Radius:

- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Improved Damage:

- Increase damage b 1d6.

Rank 6: This power gains one of the following upgrades:

Armor Damage:

- Increase damage done to Plating by 2d6.

Radius & Duration:

- Area remains on fire for 1 additional action.
- Increase radius by 5 ft.

Lift Grenade

Send biotic-infused grenade at your enemies and watch them fly.

Prerequisite: Able to use *Pull*.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character can infuse his grenades with biotic power to have the creatures in the area by the grenade blast fly. Unlike the *Cluster Grenade* power, this power keeps the affected creatures in the air for a longer duration, by sacrificing blast damage. When this duration ends, they fall softly on the ground, taking no damage. Affected creatures can save to avoid being sent flying. All rules for throwing grenades still apply normally.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Fortitude save negates flying effect. DC equals 12 + Biotic ranks divided by 2.

Rank 1: This power has the following statistics:

- Grenade deals 2d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.
- Creatures remain in the air for 1 action (effectively losing the first action of their next round)

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 3d6 points of damage.
- Radius: 15 ft
- Creatures are sent flying 10 ft into the air.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6

Radius:

- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Improved Radius:

- Increase radius by 5 ft.

Duration:

- Creatures remain in the air for 1 additional action.

Rank 6: This power gains one of the following upgrades:

Slam:

- After duration ends, the creatures are projected to the ground, taking normal falling damage.
- Creatures that are projected to the ground are dazed for 1 action.

Stronger Lift:

- Increase the Fortitude save DC by 2.

Marksman

Increase skill with pistols.

Prerequisite: BAB +0, proficiency with Pistols.

Activation: 1 Free Action

Effect: Increase character's skill with pistols. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.
- Gain a +2 bonus to attack of pistols, wielded by the character, while this power is active.
- Lasts for 2 actions.
- **Cooldown:** 4 actions.

Rank 2: This power has the following statistics:

- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.
- Gain a +2 bonus to attack of pistols, wielded by the character, while this power is active.
- Lasts for 2 actions.
- **Cooldown:** 3 actions.

Rank 3: This power has the following statistics:

- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.
- Gain a +2 bonus to attack of pistols, wielded by the character, while this power is active.
- Lasts for 3 actions.
- **Cooldown:** 3 actions.

Rank 4: Upon attaining this rank, the reload time of pistols, wielded by the character, is changed to 1 free action (this is a permanent bonus). In addition, this power gains one of the following upgrades:

Accuracy:

- Increase attack bonus by +2 while this power is active.

Firing Rate:

- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.

Rank 5: This power gains one of the following upgrades:

Duration:

- Increase Marksman duration by 1 action.

Headshots:

- Increase critical multiplier of pistols, wielded by the character, by 1 while this power is active.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.

Gunslinger:

- Reduce recoil of pistols, wielded by the character, by 1 while this power is active.
- Increase rate of fire of pistols, wielded by the character, by 1 while this power is active.

Martial Artist

You learn to take the best advantage of melee weapons, focusing your fighting skills on engaging the enemy up-close rather than at a distance.

Prerequisite: Int 12+, BAB +0, Knowledge (tactics) 1 rank. Unlike other Combat powers, each new rank of *Martial Artist* increases the BAB prerequisite by 2.

Activation: 1 action

Effect: The character performs a special attack against a specific target or against several targets he threatens. This special attack depends on the type of melee weapon used, but because some ranks provide different special attacks, the chracter must choose which special attack he wants to use. Some ranks provide permanent bonuses.

If a character is wielding two different types of melee weapons, he cannot gain the benefit of two different special attacks, he must choose which special attack is used.

In ranks 5 and 6, choose one of two different permanent effects at each rank.

Save: Varies with rank and melee weapon used

Rank 1: This power has the following statistics:

- **Stunning Fist:** If character is fighting in melee unarmed: he performs one melee attack, against a single target he threatens. The target must then make a Fortitude save (DC 10 + character's Wis modifier + 1/2 Character level) or is dazed for 1 action. This power can be used a number of times per encounter equal to 1 + Wis modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).
- **Precise Strike:** If character is fighting in melee with a light melee weapon: he performs one melee attack, against a single target he threatens. This attack has its critical threat range increased by 2. This power can be used a number of times per encounter equal to 1 + Dex modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).
- **Power Strike:** If character is fighting in melee with a heavy melee weapon: he performs one melee attack, against a single target he threatens. For this attack, add a bonus to damage equal to this power's rank. This power can be used a number of times per encounter equal to 1 + Str modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).
- **Spinning Strike:** If character is fighting in melee with a two-handed melee weapon: he performs on melee attack, against each target he threatens. Roll for each target separately. This power can be used a number of times per encounter equal to 1 + Dex modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).

Rank 2: This rank does not increase the power's statistics. Instead, it increases the melee damage the character deals, with a melee attack, by 1. It also increases the character's Defense by 1 when he is engaging an enemy in melee. This is a permanent bonus.

Rank 3: This power has the following statistics:

- **Improved Grab:** If character is fighting in melee unarmed: he performs one melee attack, against a single target he threatens. If he deals damage, the character can immediately initiate a grapple against the target, without provoking AoO. This power can be used a number of times per encounter equal to 1 + Wis modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).
- **Quick Strike:** If character is fighting in melee with a light melee weapon: he performs one melee

attack, against a single target he threatens. If he deals damage, he gains a second free attack (in the same action) that if it hits deals 50% of normal damage. This power can be used a number of times per encounter equal to 1 + Dex modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).

- **Knockback:** If character is fighting in melee with a heavy melee weapon: he performs on melee attack, against a single target he threatens. If he deals damage, the target must make a Fortitude save (DC 10 + character's Str modifier to melee damage + 1/2 Character level) or is knockback 5 ft. For each additional 5 points the target failed the save, he is pushed back another 5 ft. If the target cannot be moved (because he is stuck to the ground or against a wall, for example) he takes 1d6 points of damage for each 5 ft it would have moved due to this special attack. This power can be used a number of times per encounter equal to 1 + Str modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).

- **Extended Reach:** If character is fighting in melee with a two-handed melee weapon: he performs one melee attack, against a single target he threatens. For this attack, the character threatened area is increased by 5 ft. This power can be used a number of times per encounter equal to 1 + Dex modifier (minimum of 1). Using this special attack removes one usage from other special attacks granted by this power (to a minimum of 0 special attacks).

Rank 4: This rank does not increase the power's statistics. Instead, when the character is engaging an enemy in melee, he can attempt to swap positions with his target (provided the target can move to the character's space without restriction). To do so, he must make a free touch attack against the target. If he hits, he deals no damage but gains a free grapple check. If he wins this grapple, he switches place with the target. This can only be done against targets of the same size, and only a number of times per encounter equal to 1 + Int modifier (minimum of 1).

He must spend one free action to use this special attack, but he can use it during the turn of another creature (if he does so, he loses his free action until the end of his next round). He must decide to do so before any attack roll against him is resolved. If he succeeds on using it, the first attack roll made against him is instead made against the target of this special attack and further attacks must take into account the 5 ft he moved with this ability and the character's new position.

Rank 5: This power gains one of the following upgrades:

Extra Special Attacks:

- The character gains 1 extra usage of all special attacks granted by this power. In addition, the character can choose to spend 3 uses of one special attack (thus also removing 3 uses of other special attacks) to gain one extra melee attack action that turn. He must spend 1 free action in order to use this ability.

Advanced Martial Artist:

- Character gains a bonus to Initiative equal to Int modifier and increase speed by +5 ft. This is a permanent bonus.

Rank 6: This power gains one of the following upgrades:

Advanced Rank 1 Attacks:

- Stunning Fist now stuns the target that fails the save (stunned targets drop their weapons).
- Precise Strike critical threat range bonus increases to 4.
- Power Strike now adds ×2 this power's rank as a bonus damage.
- Spinning Strike now an additional +6 bonus to damage in all attacks made.

Advanced Rank 3 Attacks:

- Targets caught by Improved Grab can now be thrown away. To do this, the character must spend 1 action and make a grapple check against the grappled opponent. If he wins, he can send him flying 10 ft in a chosen direction. For each 5 points the character beats the target's grapple check, he adds 5 ft to this distance. If the target cannot be moved (because he is stuck to the ground or against a wall, for example) he takes 1d6 points of damage for each 5 ft it would have moved due to this special attack.
- The extra attack from Quick Strike now deals 100% normal damage instead of 50%.
- Increase the save DC of Knockback by 4.
- When the character uses Extended Reach, he adds his Dexterity modifier to attack and damage rolls. In addition, he increases the critical threat range of the Extended Reach attack by 1.

Phase Disruptor

Focus the energy of your shields to fire a high-powered beam at a target from afar.

Prerequisite: Electronics 5 ranks

Target: One target

Activation: 1 action

Range: Target up to 100 ft away

Effect: This power focuses part of the character's shields into a beam of electric energy that explodes on impact. In order to use this power, some of the character's Shield HP must be consumed. If the character does not have enough Shield HP to be consumed, this power fails.

Upon hitting the target, this power explodes damaging nearby enemies. If this power is used to kill frozen targets, the target explodes and any adjacent creature is immediately frozen for 1 action. Alternatively, if this power is used to kill targets in flames, the target explodes and any adjacent creature is immediately catches fire (1d6 damage per action).

The character must succeed on a ranged touch attack to affect the target. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Target takes 4d6 points of damage. Creatures in impact radius also take that damage.
- Impact radius: 10 ft away from the target.
- 50% of character's maximum Shield HP must be consumed to use this power (rounded down).
- **Cooldown:** 2 actions.

Rank 2: This power has the following statistics:

- Target takes 4d6 points of damage. Creatures in impact radius also take that damage.
- Impact radius: 10 ft away from the target.
- 50% of character's maximum Shield HP must be consumed to use this power (rounded down).
- **Cooldown:** 1 action.
-

Rank 3: This power has the following statistics:

- Target takes 5d6 points of damage. Creatures in impact radius also take that damage.
- Impact radius: 15 ft away from the target.
- 50% of character's maximum Shield HP must be consumed to use this power (rounded down).
- **Cooldown:** 1 action.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6.

Radius:

- Increase impact radius by 10 ft.

Rank 5: This power gains one of the following upgrades:

Knockdown:

- Unprotected enemies are sent prone when damaged by this power.

Efficient Blast:

- Only 25% of character's maximum Shield HP are consumed to use this power (rounded down).

Rank 6: This power gains one of the following upgrades:

Plating Damage:

- Increase damage done to Plating HP by 50%.

Shield/Barrier Damage:

- Increase damage done to Shield HP, Barrier Shields or other biotic Barrier type powers by 50%.

Overkill

Increase skill with assault rifles.

Prerequisite: BAB +0, proficiency with Assault Rifles.

Activation: 1 Free Action

Effect: Increase character's skill with assault rifles. This power can be used a number of times per encounter equal to Wis modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Halve the recoil penalty of assault rifles (rounded normally), wielded by the character, while this power is active.
- Lasts for 2 actions.
- **Cooldown:** 4 actions.

Rank 2: This power has the following statistics:

- Halve the recoil penalty of assault rifles (rounded normally), wielded by the character, while this power is active.
- Lasts for 2 actions.
- **Cooldown:** 3 actions.

Rank 3: This power has the following statistics:

- Halve the recoil penalty of assault rifles (rounded normally), wielded by the character, while this power is active.
- Lasts for 3 actions.
- **Cooldown:** 3 actions.

Rank 4: Upon attaining this rank, the critical threat range of assault rifles, wielded by the character, is increased by 1 (this is a permanent bonus). In addition, this power gains one of the following upgrades:

Faster Reload:

- While this power is active, the reload time of assault rifles wielded by the character is changed to 1 free action.

Duration:

- Increase *Overkill* duration by 1 action.

Rank 5: This power gains one of the following upgrades:

Improved Duration:

- Increase *Overkill* duration by 1 action.

Recharge Speed:

- Reduce cooldown by 1 action.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.

Stability Synergy:

- Spend one additional usage of *Overkill* to reduce the base recoil of assault rifles, wielded by the character, to 0.
- Using this ability reduces the duration of *Overkill* by 1 action.
- Using this ability increases the cooldown by 1 action.

Shrapnel Grenade

Rip your enemies apart with this shrapnel-packed grenade.

Prerequisite: Repair 2 ranks

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character throws a grenade filled with shrapnel to deal greater damage in a larger radius. Unlike other grenades, if a *Shrapnel Grenade* is thrown directly at a creature, and hits that creature, it explodes immediately. All rules for throwing grenades still apply normally.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Grenade deals 4d6 points of damage.
- Radius: 20 ft

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 5d6 points of damage.
- Radius: 20 ft

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6

Radius:

- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Bleed:

- Organic creatures caught in the blast take 1d6 points of damage per round until they are healed.

Rank 6: This power gains one of the following upgrades:

Armor-Piercing:

- Increase damage done to Plating by 2d6.

Shield Overload:

- Increase damage done to Shields by 2d6.

Sticky Grenade

Stick this grenade to your opponent, and the explosion will tear apart the target.

Prerequisite: Electronics 2 ranks, able to use one Tech power.

Activation: None. Character can choose to use this power when he or she throws a grenade.

Effect: The character throws a grenade filled with super-charged particles that work like an adhesive, sticking the grenade to the target. Although the grenade still takes 1 action before exploding, the target is unable to remove it. All rules for throwing grenades still apply normally.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Grenade deals 5d6 points of damage.
- Radius: 5 ft

Rank 2: This rank does not increase the power's statistics. Instead, it increases the character's grenade capacity by 1. This is a permanent bonus.

Rank 3: This power has the following statistics:

- Grenade deals 6d6 points of damage.
- Radius: 5 ft

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6

Radius:

- Increase radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Maximum Grenades:

- This upgrade permanently increases the character's grenade carrying capacity by 1.

Armor-Piercing:

- Increase damage done to Plating by 2d6.

Rank 6: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6.

Proximity Trap:

- Grenade stays active for 5 actions, instead of just 1, before exploding. They also explode when an enemy enters its explosion radius. As the name suggests, this is best used as a proximity trap, however it allows the grenade to explode immediately after being glued to a specific creature.
- Increase radius by 5 ft.

Trip Mine

Deploys an explosive mine that triggers when an enemy comes within proximity of or crosses a sensor laser. Enemies suffer more damage the closer they are to the mine.

Prerequisite: Repair 6 ranks.

Activation: 1 action, used at the same time as a Power-Cell altering its effects.

Range: The Trip Mine can be placed in a square up to 15 ft away from the character.

Effect: The character can alter the effects of a Power-Cell to turn it into a mine that explodes when a creature stands on its square or crosses its sensor laser, which is an infrared line of up to 15 ft. Characters in the explosion area are pushed away from the blast 5 ft and are sent prone. A Reflex save halves the damage and prevents them from being pushed away and ending up prone.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Special: This power requires the character to spend a Small-Capacity Power-Cell. If more advanced Power-Cells are used, the barricade's base effects are increased as follows:

Medium-Capacity Power-Cell: Damage is increased by +1d6 and the save DC by +1

High-Capacity Power-Cell: Damage is increased by +2d6, the save DC by +3 and the blast area by +5 ft.

Emergency Battery Power-Cell: Damage is increased by +3d6, the save DC by +5 and the blast area by +10 ft.

Save: Reflex save prevents the character from being pushed and ending up prone; Reflex save halves the damage. DC equals 12 + Repair ranks divided by 2.

Rank 1: This power has the following statistics:

- Proximity radius: square occupied by the mine.
- Laser sensor: 15 ft line
- Blast damage: 3d6
- Blast radius: 25 ft.
- Duration: 1 minute, after which the mine defuses without effect and the Power-Cell is lost.

Rank 2: This power has the following statistics:

- Proximity radius: square occupied by the mine.
- Laser sensor: 15 ft line
- Blast damage: 4d6
- Blast radius: 25 ft.
- Duration: 1 minute, after which the mine defuses without effect and the Power-Cell is lost.
- This power consumes only 1/2 of the Power-Cell, effectively allowing the character to use the same Power-Cell twice to activate this power. However, once the Power-Cell is used to activate a Trip Mine once, its normal effects can no longer be used.

Rank 3: This power has the following statistics:

- Proximity radius: square occupied by the mine.
- Laser sensor: 15 ft line
- Blast damage: 3d6
- Blast radius: 25 ft.
- Duration: 1 minute, after which the mine defuses without effect and the Power-Cell is lost.
- This power consumes only 1/2 of the Power-Cell, effectively allowing the character to use the same Power-Cell twice to activate this power. However, once the Power-Cell is used to activate a Trip Mine once, its normal effects can no longer be used.

Rank 4: This power gains one of the following upgrades:

Sensor Range:

- Proximity radius increases to a 10 ft side square (mine must now be placed on an intersection, within 10 ft of the character).
- Laser sensor increases to a 25 ft line.

Power Consumption:

- This power consumes only 1/3 of the Power-Cell, effectively allowing the character to use the same Power-Cell three times to activate this power. However, once the Power-Cell is used to activate a Trip Mine once, its normal effects can no longer be used.

Rank 5: This power gains one of the following upgrades:

Damage & Force:

- Increases damage dealt by +2d6.
- Save DC increases by +2

Blast Radius:

- Blast radius increases to 35 ft.

Rank 6: This power gains one of the following upgrades:

Detonator:

- If this power deals damage to a creature that is under the effect of a power or feature that can be detonated, that power or feature is detonated, dealing 6d6 points of damage to all within 10 ft.

EMP:

- Creatures that take damage from this mine must make a Fortitude check with the same DC or are stunned for 1 action.
- Deals +1d6 damage to creatures with Shield HP or synthetics.

Unity

Combine several skills to heal multiple allies at the same time, bringing them back from unconsciousness and restoring their shields in the process.

Prerequisite: Electronics 6 ranks, First Aid 6 ranks, Repair 6 ranks, Knowledge (biology) 3 ranks, must have the Spectre achievement feat

Target: Selected allies within range

Activation: 1 action

Effect: By manipulating the omni-tool in combination with the First Aid Dispenser, the character is able to effectively heal fallen squad members, restoring a portion of their normal HP, of their Shield HP and even bringing them back to consciousness.

When using this power, select a number of allies equal to your Int modifier +1, to be targeted by this power and gain its benefits. These allies must be in range of your First Aid Dispenser (so if your First Aid Dispenser can only affect characters within 30 ft, they must be within 30 ft to gain the benefit of this power). Once this power is used, only one Medi-Gel kit is expended and the cooldown of the First Aid Dispenser is activated.

This power can be used a number of times per encounter equal to Wisdom modifier +1 (minimum of 1).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Roll First Aid check normally, as if using a First Aid Dispenser. Each of the selected characters gains 30% of the First Aid check (rounded normally).
- Selected characters recover 10% of their maximum Shield HP even if their Shield HP have been reduced to 0 (rounded normally).

Rank 2: This power has the following statistics:

- Roll First Aid check normally, as if using a First Aid Dispenser. Each of the selected characters gains 45% of the First Aid check (rounded normally).
- Selected characters recover 20% of their maximum Shield HP even if their Shield HP have been reduced to 0 (rounded normally)

Rank 3: This power has the following statistics:

- Roll First Aid check normally, as if using a First Aid Dispenser. Each of the selected characters gains 60% of the First Aid check (rounded normally).
- Selected characters recover 30% of their maximum Shield HP even if their Shield HP have been reduced to 0 (rounded normally).

Rank 4: Upon attaining this rank, this power gains one of the following upgrades:

Adrenaline Boost:

- Selected characters also gain a +1 bonus on all attack rolls, skill checks and ability checks until the end of the encounter (if they are affected by this power multiple times, the effects do not stack).

Painkillers:

- Selected characters have their DR increased by 1 until the end of the encounter (if they are affected by this power multiple times, the effects do not stack).

Rank 5: This power gains one of the following upgrades:

Healing Surge:

Increase amount of HP healed by 15%.

Shield Restoration:

- Increase amount of Shield HP recovered by 10%.

Rank 6: This power gains one of the following upgrades:

Greater Healing:

- Increase amount of HP healed by 25%.

Shield Hardening:

- Increase amount of Shield HP recovered by 10%.
- Selected characters have their Shield DR increased by 1 until the end of the encounter (if they are affected by this power multiple times, the effects do not stack).

Biotic Specialization

The term biotics refers to the ability for some life-forms to create mass effect fields using Element Zero nodules embedded in their body tissues. These powers are accessed and augmented by using bio-amps. Biotic individuals use an array of powers that grant them an edge in combat. They can knock enemies over from a distance, lift them into the air, generate gravitational vortices to tear obstacles or enemies apart, create protective barriers, deliver powerful melee attacks, paralyze an opponent, and so on

Only some classes allow a character to improve his Biotic powers by providing Biotic Specialization. These allow the character to gain specializations, gaining new ranks in Biotic powers, thus being able to use a specific Biotic power. A character can also take the Extra Biotic Training feat to gain one extra rank in one Biotic power. The same feat may be chosen several times, each time improving the ranks in a Biotic power by 1 (provided the character meets the necessary prerequisites to gain such rank). Alternatively, a character can take the Simple Biotic Training to gain access to a single Biotic power, which is a valuable feat for characters of classes that provide no Biotic powers but wish to use Biotics.

A character increases his ranks in a specific Biotic power by spending one biotic specialization to increase his rank by one step for that power. All characters are considered to start with 0 ranks in all Biotic powers. Until the Rank 1 in a Biotic power is gained, characters are not allowed to use that power. Once a rank is attained, the character can still choose to use a lesser rank of that power. He can also decide the lower the statistics of the power's rank he is using (such as damage, area or effect, etc) but not cooldown or the biotic point cost of the rank he uses.

Biotic powers have prerequisites that have to be met in order to gain the 1st rank in a specific Biotic power. The prerequisites are present in each Biotic power description, below. To gain additional ranks, only skill prerequisites must be met, which increase by 2 for each additional rank beyond 1st. Thus the Barrier rank 4 requires the character to have 8 ranks in the Biotics skill.

Biotic powers possess a Biotic Cooldown. This cooldown represents the amount of time during which no Biotic use can use Biotic powers. Biotic Cooldown only kicks-in once the power is used, unless otherwise stated, or once certain conditions are met.

Some Biotic powers also have "maintenance". Maintenance removes biotic points from a character's biotic points pool for as long as a power with maintenance is active. If during an encounter the character performs something to recover points, the points reserved to maintenance do not return. Only after those powers have been removed or dismissed are those points available to be recovered through such actions.

Some Biotic powers can be dismissed with 1 free action. These present a (D) in the target entry.

Some powers have the ability to 'detonate' other biotic. When that happens, the powers that were detonated stops taking effect.

The following pages provide information about each power. In the following table is also a list and short description of each power.

Aegis Shield

Generates a frontal biotic aegis barrier that blocks some projectiles and reduces the damage of other enemy attacks.

Prerequisite: Biotics 4 ranks

Target: Self (D)

Activation: 1 action

Duration 15 actions.

Effect: This power creates a shield of biotic energy that helps reduce the impact of enemy attacks and even block some. The character must keep one hand occupied with focusing the shield's energies. The shield only works in a 180º angle, so the character must always indicate its facing.

The Aegis works by absorbing a certain amount of damage from each attack that hits the character. The remaining damage is then dealt to the character, to the appropriate layer of protection and applying DR as normal. Once the Aegis has absorbed a number of points of damage equal to its HP, it is removed.

The Aegis also blocks entirely some shots fired by weapons. If the shot to be blocked was a critical hit, the shot isn't blocked but instead absorbed and the amount absorbed is doubled.

The character can choose to maintain the Aegis, provided it never loses its concentration. Maintaining it costs 1 biotic point every round. While the Aegis is maintained, the character cannot regain biotic points.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Note: Using this power usually occupies one hand in order to sustain it, meaning that when using this power the character is unable to perform tasks that require two hands and can only wield a melee weapon, a pistol or a sub-machinegun.

Rank 1: This power has the following statistics:

- Aegis absorbs 1 point of damage + Cha modifier / 2 (rounded down, minimum of 1), from each attack and source.
- Aegis has 20 HP + 2× Cha modifier.
- Aegis blocks one in every 5 shots.
- **Cost:** 2 biotic points to activate

Rank 2: This power has the following statistics:

- Aegis absorbs 1 point of damage + Cha modifier / 2 (rounded down, minimum of 1), from each attack and source.
- Aegis has 20 HP + 2× Cha modifier.
- Aegis blocks one in every 5 shots.

Biotic Powers	**Description**	**1st rank Skill Requirement**
Aegis Shield	Creates a focused barrier that absorbs some damage	Biotics 4 ranks
Annihilation Field	Burn enemies nearby with pure biotic energy	Biotics 7 ranks, Knowledge (physics) 2 ranks, Knowledge (biology) 2 ranks
Barrier	Use biotics to provide DR or deal damage	Biotics 2 ranks
Biotic Charge	Use biotics to charge against a distant target instantly, dealing damage and sending him flying	Biotics 4 ranks, Vanguard, Krogan Battlemaster or Asari Huntress class
Biotic Enhancement	Use biotics to increase physical abilities	Biotics 2 ranks
Biotic Kinesis	Use biotics to move objects around	Biotics 6 ranks, ability to use *Pull*, Knowledge (physics) 2 ranks
Biotic Nova	Release a blast of biotic energy to damage nearby creatures and send them flying	Biotics 5 ranks, ability to use *Throw*
Biotic Shield Dome	Create a dome of energy that blocks incomind damage	Biotics 7 ranks, ability to use *Barrier*
Biotic Strike	Use biotics to improve melee attacks	Biotics 2 ranks
Dominate	Use biotics to take control over a creature's mind	Biotics 9 ranks, Knowledge (biology) 4 ranks, Asari Pure Biotic class
Dark Channel	Biotic energy deals continued damage to target, can jump to another target afterwards	Biotics 10 ranks, Knowledge (history) 5 ranks
Flare	Release a massive explosion of biotic energy in an area	Biotics 8 ranks, ability to use *Warp*
Lash	Use biotics to lash a target and pull him nearby fast	Biotics 6 ranks, Knowledge (physics) 2 ranks, ability to use *Pull*, Human Adept or Vanguard
Levitate	Use biotics to gain the ability to levitate, thus reducing falling damage	Biotics 8 ranks, ability to use *Pull*, Knowledge (physics) 3 ranks
Pull	Raise target into the air and slowly pull him nearby	Biotics 6 ranks, Knowledge (physics) 2 ranks
Reave	Deal continuous damage and leave target in pain	Biotics 9 ranks, Medicine 4 ranks, Knowledge (biology) 4 ranks
Shockwave	Releave various blasts of biotic energy that affect all in a line	Biotics 9 ranks, ability to use *Pull*
Singularity	Trap creatures in a singularity, preventing them from moving and even acting	Biotics 7 ranks, Knowledge (physics) 4 ranks, Adept or Asari Pure Biotic class, ability to use *Pull*
Slam	Lift target in the air, then send him straight into the ground	Biotics 9 ranks, ability to use *Pull* and *Throw*, Knowledge (physics) 5 ranks
Smash	Use Project Phoenix whips to deal damage in an area, sending targets back and prone	Biotics 6 ranks, Knowledge (physics) 2 ranks, Human Adept or Vanguard
Stasis	Use biotics to lock the target in space, preventing him from acting but protecting him from damage	Biotics 7 ranks, Knowledge (physics) 3 ranks
Throw	A blast of biotic energy sends the target flying	Biotics 3 ranks
Warp	A blast of biotic energy damages the target	Biotics 3 ranks

- Cooldown is reduced to 2 actions
- **Cost:** 2 biotic points to activate

Rank 3: This power has the following statistics:

- Aegis absorbs 1 point of damage + Cha modifier / 2 (rounded down, minimum of 1), from each attack and source.
- Aegis has 30 HP + 3× Cha modifier.
- Aegis blocks one in every 5 shots.
- Cooldown is reduced to 2 actions
- **Cost:** 2 biotic points to activate

Rank 4: This power gains one of the following upgrades:

Durability:

- Increases aegis HP by 10 + Cha modifier
- Increases cost by 1 biotic point.

Recharge Speed:

- Reduce cooldown to 1 action.

Rank 5: This power gains one of the following upgrades:

Durability:

- Increases aegis HP by 10 + Cha modifier
- Increases cost by 1 biotic point.

Reflection:

- Aegis blocks 1 in every 4 shots.

- Increases aegis absorption by 1.
- Increases cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Shield Resurgence:

- After aegis is broken or dismissed, half of the damage it absorbed is used to restore the character's Shield HP (if this exceeds the maximum, the excess is lost).
- Increases cost by 2 biotic points.

Damage Aftermath:

- After aegis is broken or dismissed, biotic energies charge your shots and melee attacks dealing +1 damage bonus per shot or melee attack (multiplied on a critical hit) for every 15 points of damage absorbed by the aegis, and charges your biotic powers increasing the damage dealt by 1/3 the amount of damage absorbed by the aegis (rounded down). This bonus lasts only for 1 action. The cooldown of Aegis is applied only after this bonus disappears.
- Increases cost by 2 biotic points.

Annihilation Field

Spin this fiery effect around you to burn nearby enemies.

Prerequisite: Biotics 7 ranks, Knowledge (physics) 2 ranks, Knowledge (biology) 2 ranks

Target: Self (D)

Activation: 1 action

Duration 15 actions.

Effect: Spin a blackened biotic fire around you to burn nearby enemies. When active, the field can be recast to blast a short-range area, requiring the character to activate this power once more (incurring its cost and cooldown).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

This power cannot be detonated.

Cooldown: 3 actions

Rank 1: This power has the following statistics:

- Enemies 10 ft away from the character take 1d4+1 points of damage for each action they start in that area.
- Field can be recast, with 1 action, to create a blast in a 15 ft radius. Doing so removes the field.
- Blast Damage: 3d6 to all creatures in blast area (no save)
- **Cost:** 2 biotic points to activate.

Rank 2: This power has the following statistics:

- Enemies 10 ft away from the character take 1d4+1 points of damage for each action they start in that area.
- Field can be recast, with 1 action, to create a blast in a 15 ft radius. Doing so removes the field.
- Blast Damage: 3d6 to all creatures in blast area (no save)
- Cooldown is reduced to 2 actions.
- **Cost:** 2 biotic points to activate.

Rank 3: This power has the following statistics:

- Enemies 10 ft away from the character take 2d4+2 points of damage for each action they start in that area.
- Field can be recast, with 1 action, to create a blast in a 15 ft radius. Doing so removes the field.
- Blast Damage: 4d6 to all creatures in blast area (no save)
- Cooldown is reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase field damage to targets within 10 ft of character by 1d4+1
- Increase blast damage by 1d6
- Increase cost by 1 biotic point.

Impact Radius:

- Increase radius of blast effect by 5 ft.

Rank 5: This power gains one of the following upgrades:

Damage taken:

- Targets that are damaged by the field have their entire DR reduced by 1 until the beginning of their next round (taking damage multiple times does not decrease DR any further)
- Increase cost by 1 biotic point.

Movement Speed:

- The character's speed is increased by 5 ft while this power is active
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Improved Damage:

- Increase field damage to targets within 10 ft of character by 1d4+1

- Increase blast damage by 1d6
- Increase cost by 1 biotic point.

Drain:

- Increase this power's duration to 30 actions.
- For each point of damage dealt to a creature with the field (but not the blast), the character's Shield HP regenerate 1 point (if they are at maximum, they gain nothing). This, however, turns the character's shield into Barrier Shields, meaning they count as both normal Shield HP as well as Biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.
- Increase cost by 1 biotic point.

Barrier

A visible mass-effect field surrounds you.

Prerequisite: Biotics 2 ranks

Target: Self (D)

Activation: 1 action

Maintenance: Equals power cost.

Effect: Barrier spawns a mass effect field that soaks up damage. This barrier provides the character with damage reduction against each shot. Because this field covers the character and his/her shields, so its damage reduction always applies even when the character has Shields or Plating. The mass effect field created has a major setback: it slows the character's movement speed by 10 feet.

This power can be blasted with a free action (instead of just dismissed). This power's blast deals damage to everyone (except the character) within a radius. In addition, characters affected are covered with biotic energy for 1d6 rounds. For this duration, they are considered as being under the effect of a biotic power that can be detonated. DR, damage and radius vary with rank.

Once the *Barrier* is removed, the character suffers from a blowback that imposes this power's cooldown. If a *Barrier* is already in place, the character cannot create another.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

This power can be detonated. If detonated, characters damaged by the detonation, other than the character that had the barrier, are also covered in biotic energy as indicated above.

Cooldown: 3 actions after *Barrier* is removed or destroyed

Rank 1: This power has the following statistics:

- Damage Reduction of 1.
- Blast Damage: 1d6 + 1 per Wis modifier.
- Blast Radius: 10 ft.
- **Cost:** 1 biotic point to activate.

Rank 2: This power has the following statistics:

- Damage Reduction of 1.
- Blast Damage: 1d8 + 1 per Wis modifier.
- Blast Radius: 10 ft.
- **Cost:** 1 biotic point to activate.

Rank 3: This power has the following statistics:

- Damage Reduction of 1.
- Blast Damage: 1d10 + 1 per Wis modifier.
- Blast Radius: 15 ft.
- **Cost:** 2 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Blast Effect:

- Increase damage to 2d6 + 2 per Wis modifier.
- Increase area of effect by 5 ft.

Improved Barrier Strength:

- Increase *Barrier*'s Damage Reduction by 1.

Rank 5: This power gains one of the following upgrades:

Shield Recharge:

- *Barrier*'s mass effect fields slowly regenerate the character's shields at the rate of 1 point per action.

Powered Blast:

- Characters affected by the *Barrier*'s blast are dazed for 1 action (their next available action).

Rank 6: This power gains one of the following upgrades:

Lighter Barrier:

- Reduce *Barrier*'s speed penalty to 5 ft.
- Increase cost by 1 biotic point.

Greater Barrier Strength:

- Increase *Barrier*'s Damage Reduction by 1.
- Increase cost by 1 biotic point.

Biotic Charge

You charge against a target, in a blink of an eye, leaving only a faint visible trail of the mass-effect field you used to achieved such attack.

Prerequisite: Biotics 4 ranks, Vanguard, Krogan Battlemaster or Asari Huntress class

Target: One target

Activation: 1 action

Effect: The character uses biotics to augment speed and strength, and charges across the battlefield towards a target (range to target varies with specialization). This culminates in a powerful collision that deals damage (varies with specialization) and sends the target enemy flying backward. This power also compensates for impeding obstacles, by allowing the Vanguard to "phase" through solid objects en route to their target.

The affect target is allowed a Fortitude save to avoid being sent flying. Larger enemies are not sent flying but if they fail the save they are sent prone. Targets that still have their Shields and Plating up cannot be sent flying but still must make the same Fortitude save or are sent prone.

This power also increases survivability by restoring a portion of the character's shields.

If a character has ranks in the *Biotic Nova* power he can choose to activate it immediately after using this power. Using a *Biotic Nova* in such way requires only 1 free action and the only cooldown it applies is the cooldown of the *Biotic Charge*. Using *Biotic Nova* in such way always occurs after the *Biotic Charge*, so if the Biotic Nova removes the character's Shield HP, it also removes the Shield HP provides by the *Biotic Charge*, adding them to the bonus damage of the *Biotic Nova*. If the rank 4 Power Recharge option of *Biotic Nova* is chosen, the cooldown applied by the combined use of *Biotic Charge* and *Biotic Nova* is also reduced by 1 action (minimum of 0 actions).

If the character also has the *Barrier* power, he can also choose to activate it at the same time he performs a *Biotic Charge*. Activating the *Barrier* power this way requires 1 free action. It does, however, increase the *Barrier*'s biotic point cost to twice its normal value (so, for example, activating a rank 3 Barrier would cost 4 biotic points).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Save: Fort save to avoid being sent flying. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:

- Range up to 60 ft.
- Damage dealt: 2d6.
- Flying Distance: 10 ft.
- Restores a number of Shield HP equal to 3 × Wis modifier.
- **Cost:** 2 biotic points to activate.

Rank 2: This power has the following statistics:

- Range up to 60 ft.
- Damage dealt: 3d6.
- Flying Distance: 10 ft.
- Cooldown is reduced to 2 actions.
- Restores a number of Shield HP equal to 5 × Wis modifier.
- **Cost:** 2 biotic points to activate.

Rank 3: This power has the following statistics:

- Range up to 70 ft.
- Damage dealt: 4d6.
- Flying Distance: 15 ft.
- Cooldown is reduced to 2 actions.
- Restores a number of Shield HP equal to 7 × Wis modifier.
- **Cost:** 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Radius:

- The character can affect two additional targets that are up to 10 ft away from the target of this ability.

Improved Charge:

- Increase flying distance by 5 ft.
- Increase damage by 1d6.

Rank 5: This power gains one of the following upgrades:

Empowered Offense:

- For the next 2 actions, the character's shots are imbued with some biotic energy dealing +1 point of damage per shot and melee attacks deal +1d6 damage.
- Increase cost by 1 biotic point.

Greater Charge:

- Increase flying distance by 5 ft.
- Increase damage by 1d6.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Quick Recharge:

- 25% chance of this power's cooldown not activating.
- Increase cost by 1 biotic point.

Increased Shelds:

- Number of Shield HP restored now equals 10 × Wis modifier.
- Activating the *Barrier* power costs only the normal *Barrier* cost.
- Increase cost by 1 biotic point.

Biotic Enhancement

Use biotics to enhance your natural physical abilities.

Prerequisite: Biotics 2 ranks

Target: Self (D)

Activation: 1 free action

Cost: Varies

Maintenance: Equals power cost.

Effect: This power allows the character to manipulate mass effect fields to alter some of his or her body's performance and slightly improve appearance.

After the power is activated, the modifications remain in place until it is dismissed.

This power surrounds the character with a mass effect field, similar to a *Barrier* but it is faint. A DC 15 Spot checks allows a one to notice the field surrounding the character, and the character can willingly lower the DC (it cannot increase it though). Note that some people may frown on doing business or simply talking to someone using this power.

Once the Biotic Enhancement is dismissed or removed, the character suffers from a blowback that imposes this power's cooldown.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 5 actions after last Biotic Enhancement was dismissed or removed.

Cost: For each point of modification, or for each 5 ft speed enhancement, this power costs 1 biotic point to activate and 1 to maintain. So if a character decides to alter his Strength score by 3, skill bonus by 2 points and Fortitude save by 2, the power would cost 7 biotic points to activate and would have a maintenance of 7 biotic points.

Rank 1: This power allows the following changes:

- Can increase Strength score by +1.
- Can increase Fortitude save by +1.
- Can increase Reflex save by +1.
- Provides a bonus on Charisma-based skill checks. Bonus can only be of 1 point.

Rank 2: This power allows the following changes:

- Can increase Strength score by +1 or +2.
- Can increase Fortitude save by +1.
- Can increase Reflex save by +1.
- Provides a bonus on Charisma-based skill checks. Bonus can only be of +1 or +2.
- Character can increase his/her speed by +5 ft.

Rank 3: This power allows the following changes:

- Can increase Strength score by +1 or +2.
- Can increase Dexterity score by +1.
- Can increase Fortitude save by +1 or +2.
- Can increase Reflex save by +1 or +2.
- Provides a bonus on Charisma-based skill checks. Bonus can only be of +1, +2 or +3.
- Character can increase his/her speed by +5 ft.

Rank 4: This power gains one of the following upgrades:

Invisible Field:

- The mass effect field generated by this power is harder to notice. Increase the Spot DC to notice the field to 25.

Smoothing Field:

- Bonus on Charisma-based skill checks can be up to +5.
- Character applies the same skill bonus on checks to escape grapple and on Dexterity-based checks with the exception of Hide.

Rank 5: This power gains one of the following upgrades:

Agility Synergy:

- Can increase Dexterity score by +1 or +2.
- Can increase his/her speed by +5 ft or +10 ft.
- Can increase Reflex save +1, +2 or +3.

Strength Synergy:

- Can increase Strength score by +1, +2 or +3.
- Can increase Fortitude save by +1, +2 or +3.
- Jumps checks made without running start do not double the Jump DC.

Rank 6: This power gains one of the following upgrades:

Agility Power:

- Can increase Dexterity score by +1 or +2 (+1, +2 or +3 if Agility Synergy was selected in Rank 5).
- Can increase his/her speed by +5 ft or +10 ft (+5 ft, +10 ft or +15 ft if Agility Synergy was selected in Rank 5).
- Can increase Reflex save +1, +2 or +3 (+1, +2, +3 or +4 if Agility Synergy was selected in Rank 5).

Strength Power:

- Can increase Strength score by +1, +2 or +3 (+1, +2, +3 or +4 if Strength Synergy was selected in Rank 5).
- Can increase Fortitude save by +1, +2 or +3 (+1, +2, +3 or +4 if Strength Synergy was selected in Rank 5).
- Melee attacks add 2× Strength modifer to damage instead of 1× Strength modifer. Doesn't stack with features that already increase this multiplier.

Biotic Kinesis

Mass-effect fields surround the object allowing you to alter its mass and move it with a thought.

Prerequisite: Biotics 6 ranks, ability to use *Pull*, Knowledge (physics) 2 ranks

Target: One object (D)

Activation: 1 action

Range: Object must be up to 60 ft away

Effect: By creating a mass effect field, *Biotic Kinesis* allows the character to alter the mass of an object, thus allowing the object to be moved or rotated, by the character, from a distance.

This power is quite useful for creating defenses on the fly, as it allows the character to manipulate debris in the battlefield and turn them into barricades and even shelter. Once affected by this power, the object beings to float in place, a few feet above the ground waiting to be moved by the character. It can be moved with 1 action. The maximum weight of the object the character can affect, vary with rank.

Note that concentration is required to move the object, so performing an action, other than moving the object, breaks this power making the object fall. Additionally, the object cannot be moved beyond the range of this ability. Should the distance between the character and the object increase beyond 60 ft, this power is removed immediately.

The speed of which the object can be moved depends on the object's size: for Colossal objects, it requires 5 actions to move the object 5 ft; Gargantuan objects require 4 actions to move 5 ft; Huge objects require 3 actions to move 5 ft; Large objects require 2 actions to move 5 ft; Medium objects require 1 action to move 5 ft; Small objects require 1 action to move up to 10 ft; Smaller objects require 1 action to move up to 15 ft.

This power cannot be used on objects being held by a character.

In ranks 5 and 6, choose one of two different permanent effects at each rank.

Special: Two or more characters with this power can combine their efforts to move heavier objects. If two or more characters use this power at the same object, they add together the maximum weight that each character can lift and move through the use of *Biotic Kinesis*. Both must still pay the normal cost of their power. The speed the object can be moved is equal to the lowest *Biotic Kinesis* speed found between the characters involved. If one or more characters break this effort, and the remaining characters cannot support the object's weight, then the power is removed for all characters and the object falls.

Cooldown: 4 actions after the power is dismissed or removed.

Rank 1: This power has the following statistics:

- Can affect objects weighting up to 50 lbs per Wis modifier.
- **Cost:** 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 2: This power has the following statistics:

- Can affect objects weighting up to 100 lbs per Wis modifier.
- **Cost:** 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 3: This power has the following statistics:

- Can affect objects weighting up to 150 lbs per Wis modifier.
- **Cost:** 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 4: This power has the following statistics:

- Can affect objects weighting up to 200 lbs per Wis modifier.
- **Cost:** 1 biotic point to activate plus 1 additional point for each action the object is under this power's influence.

Rank 5: This power gains one of the following upgrades:

Object Throw:

- Characters with the ability to use *Throw* can apply that power's effect to the object and direct it to any direction they wish. Objects under this power are considered as lose objects for the purpose of determining if they can be thrown or not.

Improved Kinesis:

- Increase maximum weight by 50 lb per Wis modifier.

Rank 6: This power gains one of the following upgrades:

Movement Synergy:

- The character can now move at 1/2 speed while using this power.
- Increase cost by 1 biotic point. This also increases the cost to maintain this power by 1.

Faster Kinesis:

- Double the speed the character is able to move the object: Colossal objects require 3 actions to move the object 5 ft; Gargantuan objects require 2 actions to move 5 ft; Huge objects require 2 actions to move 5 ft; Large objects require 1 action to move 5 ft; Medium objects require 1 action to move 10 ft; Small objects require 1 action to move up to 20 ft; Smaller objects require 1 action to move up to 30 ft.
- Increase cost by 1 biotic point.

Biotic Nova

A massive visible mass-effect field is released from you, throwing away nearby enemies.

Prerequisite: Biotics 5 ranks, ability to use *Throw*

Target: Characters in area

Activation: 1 action

Effect: *Biotic Nova* allows a character to release a powerful mass effect field that affects all around the character – friend and foe alike – damaging them and pushing them back When a character is caught by it, it is subjected to the character's current *Throw* biotic power with the exception that the character is unable to choose the direction in which those affected fly: they will always fly in directions away from the character.

Damage from a *Biotic Nova* detonates any biotic power affecting the target. The target suffers an additional 1d6 points of damage per *Biotic Nova* rank (this extra damage is also carried to the following layers of protection).

This power has one major setback: using it automatically removes any Shield HP the character still has and also removes, without detonating, the *Barrier* power (if the character has one active).

However, this power gains a bonus damage equal to +1 for every 10 Shield HP expended this way.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Reflex save allows one to avoid the *Throw* effect of the blast. DC equals 10 + Biotic ranks divided by 2 + Cha mod.

Rank 1: This power has the following statistics:

- Damage: 3d6 + 1 × Wis modifier.
- Radius: 10 ft.
- **Cost:** 4 biotic points to activate.

Rank 2: This power has the following statistics:

- Damage: 3d6 + 1 × Wis modifier.
- Radius: 15 ft.
- **Cost:** 4 biotic points to activate.

Rank 3: This power has the following statistics:

- Damage: 4d6 + 1 × Wis modifier.
- Radius: 15 ft.
- Increase *Throw* flying distance by 5 feet.
- **Cost:** 5 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Powerful Nova:

- Increase damage to 5d6 + 2 × Wis modifier.
- Increase *Throw* flying distance by 5 feet.
- Increase cost by 1 biotic point.

Improved Radius:

- Increase radius by 10 ft.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Power Recharge:

- After using this power, for the next 3 rounds your biotic powers have their Cooldown reduced by 1 action (minimum of 0 actions).

Half Blast:

- Gain the option of using *Biotic Nova* two times in a row, by altering this power so it only consumes half of existing Shield HP, still removes *Barrier* while dealing but deals only half normal damage with each use (bonus damage from Shield HP expended is added after the power damage is reduced to 1/2, but remember that only 1/2 Shield HP is lost with this upgrade).

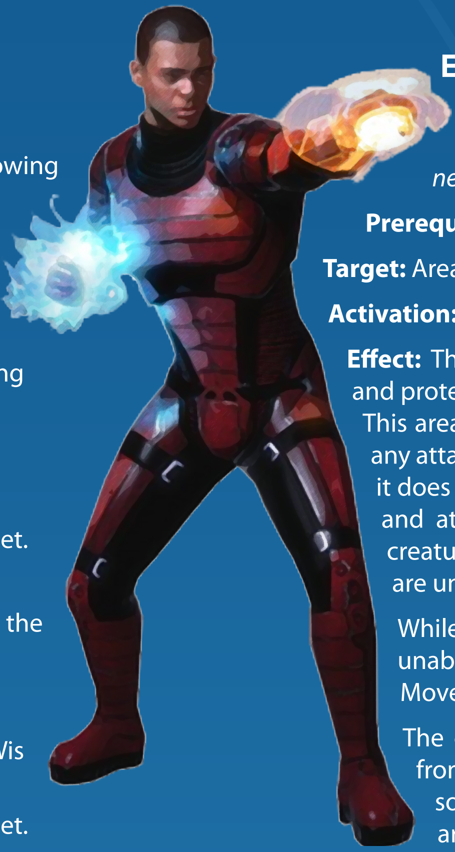
Rank 6: This power gains one of the following upgrades:

Pierce:

- Deal extra 5d6 damage against targets that have *Barrier*, Shields or Plating.
- Increase cost by 2 biotic points.

Sustain Shields:

- Whenever you use this power, roll a d%. If the result is 25 or less, no Shields HP are removed with this usage but damage considers that Shield HP were spent normally.
- Increase cost by 2 biotic points.



Biotic Shield Dome

You conjure a massive biotic barrier that looks like a dome, which covers you and the nearby area

Prerequisite: Biotics 7 ranks, ability to use *Barrier*

Target: Area (D)

Activation: 1 action

Effect: This power creates a large dome that covers and protects a circular area, centered on the character. This area is protected by the *Biotic Shield Dome* from any attacks from the outside, until it is destroyed, but it does not prevent creatures from entering the area and attacking those protected from within. Only creatures 2 or more sizes lower than the character are unable to enter the dome.

While this power is active, the character is unable to perform any action other than move. Movement speed, however, is reduced to 1/2.

The dome doesn't merely soak damage coming from the outside, it is also capable of a deflecting some projectiles. Any attacks made from inside are not blocked by the dome so characters inside it can attack those outside while being protected. In addition, the dome regenerates itself a number of points per action equal to the character's Wisdom modifier.

The character can choose the radius of the dome but up to the maximum radius allowed by it.

Maintaining this power is exhausting. After one minute of maintaining the power active, the character must perform a Fort save DC 15 every minute. For each additional minute, after the first, the DC increases by 1. Failing makes the character fatigued. Once fatigued, the character must make new Fort saves DC 15, + 1 for each additional minute fatigued, or becomes exhausted. If the character becomes exhausted, the power is automatically dismissed.

While this power is active, the character cannot perform any other action than talking or moving. Performing other actions will immediately dismiss this power.

At the character's choice, the dome can also block attacks or powers made from the inside. The character could use this to prevent an explosion from affecting creatures beyond a certain area, or imprisoning enemies within for a certain time.

The character can also choose to create a dome around another character. This option requires the character to suffer the same penalties as if he was creating a normal dome, and the created shield has the normal statistics. However it protects only one single character and the area that character occupies. With this option the biotic user is not protected by the dome itself but can use one hand to keep this special dome and another to attack with any one-handed weapon (it cannot, however, use other powers while maintaining this smaller dome). In addition, if the protected character moves, the biotic user can move as well to maintain the protection (provided he can move to a square adjacent to the protected character in his round, otherwise the power is dismissed). The biotic user cannot use this option on himself.

Alternatively, the character can choose to create a wall made of the same power as the dome. The wall has the same statistics as a normal dome. The area of the wall cannot exceed the dome's radius multiplied by 3. Maintaining this wall requires full concentration and so the character cannot move or perform other actions.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Note: This dome is still considered a biotic power so everything that deal extra damage to Biotic powers also deal extra damage to the dome. It can also be detonated by other biotic powers but doing so doesn't remove the *Biotic Dome*, it simply deals more damage to it.

The character can choose to spend more biotic points to multiply the area of the dome by an amount equal to the number of extra biotic points spent, or the dome's Shield HP by multiplied by an amount equal to 1/4 the points spent this way. Another biotic character touching the one activating the *Biotic Shield Dome* can spend those points as well. Those points must be paid in every round the dome is maintained. However, increasing the dome this way has a cost: if the dome is destroyed, the characters involved are left Fatigued and cannot recover biotic points while the condition remains.

Cooldown: 6 actions after power has been dismissed or destroyed.

Maintenance: Equals power cost.

Rank 1: This power has the following statistics:

- Dome has a radius of 10 ft.
- Dome has a Defense of 10.
- Dome has a number of HP equal to Wis modifier × 15.
- **Cost:** 4 biotic points to activate.

Rank 2: This power has the following statistics:

- Dome has a radius of 10 ft.
- Dome has a Defense of 12.
- Dome has a number of HP equal to Wis modifier × 20.
- **Cost:** 4 biotic points to activate.

Rank 3: This power has the following statistics:

- Dome has a radius of 15 ft.
- Dome has a Defense of 12.
- Dome has a number of HP equal to Wis modifier × 25.
- **Cost**: 5 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Solid Dome:

- The dome now prevents anyone from getting inside it or from leaving it. Creatures 2 or more sizes Larger than the character can still enter the dome.
- Increase dome's Defense by 2.
- Increase cost by 1 biotic point.

Lighter Dome:

- Using a *Biotic Dome* no longer reduces the character's speed to 1/2.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Improved Radius:

- Increase dome's radius by 10 ft.

Improved Dome Strength:

- Increase dome's HP by Wis modifier × 5.
- Increase dome's Defense by 2.

Rank 6: This power gains one of the following upgrades:

Greater Dome Strength:

- Increase dome's HP by Wis modifier × 10.
- Increase cost by 1 biotic point.

Dome Nova:

- If the character has the *Biotic Nova* power, he can have that power take effect at the same time he dismisses the dome. Doing so requires no action, the *Biotic Nova* is activated with the action that dismisses the *Biotic Dome*. However, using this ability increases the dismiss time of the Barrier from 1 free action to 1 action.

  This ability causes the *Biotic Nova* to take effect as if it was centered on the dome itself (so a Rank 3 *Biotic Nova* being used this way would have its affected 15 ft radius area start where the dome ends).

  To use this ability the character must pay twice the normal *Biotic Nova* cost. This ability cannot be used with a Half Blast Nova.

  The range of the *Biotic Nova*, when used this way, is increased by 10 feet.
- Increase cost by 1 biotic point.

Biotic Strike

Infuse a part of your body with a visible mass-effect field, such as elbows, fists, feet, knees or head, to deliver a powerful melee attack.

Prerequisite: Biotics 2 ranks

Target: One target

Activation: 1 free action

Effect: *Biotic Strike* is the most common power a biotic can learn. It allows one to fight in melee combat with extreme efficiency, even if he or she isn't trained in such combat. This power generates a mass effect field around a point of the character's body (his choice) which then explodes when that point collides against another creature or object. It effectively allows the character's fists to become so deadly that in the hands of someone well trained it can even take down heavy mechs.

This power must be activated right before a melee attack is made. It can only be used with unarmed melee attacks

In ranks 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 1 action

Rank 1: This power has the following statistics:

- Character gains a bonus to melee attack roll equal to Wis modifier.
- Character gains a bonus to melee damage roll equal to Cha modifier.
- **Cost:** 1 biotic point to activate.

Rank 2: This power has the following statistics:

- Character gains a bonus to melee attack roll equal to Wis modifier.
- Character gains a bonus to melee damage roll equal to 1d4 +1 per Cha modifier (example: a Charisma score of 16 provides 1d4+3 bonus to damage).
- **Cost:** 1 biotic point to activate.

Rank 3: This power has the following statistics:

- Character gains a bonus to melee attack roll equal to Wis modifier.
- Character gains a bonus to melee damage roll equal to 1d4 per Charisma modifier (ex: Cha 16 provides +3d4)
- **Cost:** 1 biotic point to activate.

Rank 4: This power has the following statistics:

- Character gains a bonus to melee attack roll equal to Wis modifier.
- Character gains a bonus to melee damage roll equal to 1d6 per Charisma modifier (ex: Cha 16 provides +3d6)
- **Cost:** 1 biotic point to activate.

Rank 5: This power gains one of the following upgrades:

Blast Effect:

- On a successful melee attack, while using this power, enemies up to 10 ft away from the target also take the extra damage granted by this power.
- Increase cost by 1 biotic point.

Throwing Strike:

- If the character has the ability to use *Throw*, he can immediately use it, with no action but paying the double of *Throw* cost, after a successful melee attack with a *Biotic Strike*. The target of the *Throw* must be the target hit by the melee attack and the character does not need to succeed on a range touch attack.

The target can still save against the *Throw* effect.

- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Accurate Strike:

- When using this power, the character can roll a Biotics skill check instead of a normal attack roll to determine if the character hits the target.

Stronger Blast:

- Increase damage of Biotic Strike to 1d8 per Cha modifier.

Dark Channel

This ancient Prothean power hits a targeted enemy with a powerful biotic field that does constant damage for an extended period. If the enemy is killed the power will hop to a nearby enemy.

Prerequisite: Biotics 10 ranks, Knowledge (history) 5 ranks

Target: One target; Special (see below)

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: Plague an opponent with a persistent, damaging biotic field. Effects vary with rank.

Effect transfers to a second target if the first is killed. Effect's length depends on *Dark Channel*'s duration. Only one field may be active at a time. Targets under the effect of *Dark Channel* cannot be targeted by this ability.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

The biotic user must succeed on a ranged touch attack to affect the target.

Cooldown: 3 actions

Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Wis modifier.

Note: This power is only available for campaigns set during or after the events of Mass Effect 3 (and only after Javik has been awakened by Commander

Shepard's team)

Rank 1: This power has the following statistics:

- Damage dealt equals 1× Cha modifier per action.
- Duration: 5 actions starting from first use (not reset upon transfer to a new target).
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Damage dealt equals 1× Cha modifier per action.
- Duration: 5 actions starting from first use (not reset upon migration to a new target).
- Cooldown is reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Damage dealt equals 2× Cha modifier peraction.
- Duration: 5 actions starting from first use (not reset upon migration to a new target).
- Cooldown is reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Increased Damage:

- Creatures affected by *Dark Channel* take additional damage per action equal to character's Wisdom modifier.

Increased Duration:

- Increase duration by 2 actions.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Slow:

- Creatures affected by *Dark Channel* may only move at half their speed.
- Increase cost by 1 biotic point.

Recharge Speed:

- Cooldown is reduced to 1 action.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Damage:

- Damage dealt increases to 3× Cha modifier.
- Increase cost by 1 biotic point.

Pierce:

- Damage dealt to Shield HP or targets under the effect of a Barrier equals 4× Cha modifier.
- Increase cost by 1 biotic point.

Dominate

Dominate allows a biotic to take control of the target's mind and make him change sides to aid the character.

Prerequisite: Biotics 9 ranks, Knowledge (biology) 4 ranks, Asari Pure Biotic class

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Effect: *Dominate* allows a biotic to take control of the target's mind and make him chance sides to aid the character. The affected character can save to avoid this mind-controlling attempt. If the save fails, the target becomes under control of the biotic and does whatever he or she commands. If no command is given, the target defends the biotic and attacks his or her enemies (even if they were once the target's allies) to the best of his abilities. Issuing a new command requires a free action.

The target affected by this power, however, will never perform suicide actions – such as being ordered to jump out of the airlock into space – but certain course of actions that are potentially dangerous but not necessarily suicidal are accepted – such as suggesting the target to stay alone behind and engage the enemy while the biotic retreats.

Targets that still have their Shields or Plating up cannot be controlled through this power. Instead, they are dazed for 1 action if they fail the Will save. With rank 4, they are instead stunned (stunned enemies drop their weapons).

Only one target can be under the influence of *Dominate* at any given time. Once *Dominate* has passed or is removed, the character suffers from a blowback that imposes this power's cooldown.

To take more specializations beyond the first, the character needs to have at least one rank in *Barrier*. No ranged touch attack is required for this ability.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

This power cannot be detonated.

Cooldown: 3 actions after last *Dominate* has passed, was removed or was attempted but failed.

Save: Will save negates. DC equals 10 + Biotic ranks divided by 2 + Cha modifier.

Rank 1: This power has the following statistics:

- Target becomes mind controlled for 1 action (the first action of his next turn).
- **Cost:** 10 biotic points to activate.

Rank 2: This power has the following statistics:

- Target becomes mind controlled for 2 actions.
- A rank 1 *Barrier* is also applied to that target for that duration (or until it is detonated).
- **Cost:** 12 biotic points to activate.

Rank 3: This power has the following statistics:

- Target becomes mind controlled for 3 actions.

- A rank 1 *Barrier* is also applied to that target for that duration (or until it is detonated).
- **Cost:** 12 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Lingering Dominate:

- Increase duration of *Dominate* by 1 action.
- Increase cost by 2 biotic points.

Subtle Control:

- If the target succeeds on the save, he must make a new one with a bonus on the save equal to the target's Charisma modifier, or be under the effect of *Dominate*.
- Increase cost by 2 biotic points.

Rank 5: This power gains one of the following upgrades:

Improved Duration:

- Increase duration of *Dominate* by 1 action.
- Increase cost by 2 biotic points.

Group Dominate:

- Can target one additional creature up to 20 feet away from the target.
- Increase cost by 2 biotic points.

Rank 6: This power gains one of the following upgrades:

Nightmare:

- The target's mind is filled with nightmares, effectively becoming shaken for 1 minute.
- Increase cost by 2 biotic points.

Indoctrination:

- Increase duration of *Dominate* by 1 action.
- Can force target to perform suicidal action (like jumping off a cliff) but target is allowed a new save, with the target's Charisma modifier as a bonus on the save, to avoid the action (succeeding on this save does not break the *Dominate* but negates the suicidal action)
- Increase cost by 2 biotic points.

Flare

Focus and expend all biotic energy to unleash a huge flare that throws enemies within its range, causing massive damage.

Prerequisite: Biotics 8 ranks, ability to use *Warp*

Target: All characters in the area

Range: Area must be up to 60 ft away

Activation: 1 action

Effect: *Flare* creates a massive biotic explosion that sends targets flying 10 ft in away from the explosion. Characters that are sent flying fall prone. *Flare* is an extremely powerful Biotic power since it deals massive damage with no chance to negate or save for half damage. In addition, damage dealt by this power continues to be dealt to the next layer of protection (so, for example, is this power deals 90 points of damage to a creature in the area that has 20 Shield HP, 30 Plating HP and 50 normal HP, the creature not only loses its Shield HP and Plating HP but also takes 40 points of damage to his normal HP). However, it quickly drains a character's biotic points.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 10 actions

Save: Fortitude save to avoid being sent flying. DC equals 10 + Biotic ranks divided by 2 + Cha modifier.

Rank 1: This power has the following statistics:

- Affects an area with 20 ft radius
- Deals damage 0.5 points of damage per biotic point spent, rounded down (so spending 50 biotic points deals 25 points of damage).
- **Cost**: Must spend at least 30 biotic points. Can spend more biotic points to increase power's effectiveness.

Rank 2: This power has the following statistics:

- Affects an area with 20 ft radius
- Deals damage 0.5 points of damage per biotic point spent, rounded down (so spending 50 biotic points deals 25 points of damage).
- Cooldown reduced to 8 actions.
- **Cost:** Must spend at least 32 biotic points. Can spend more biotic points to increase power's effectiveness.

Rank 3: This power has the following statistics:

- Affects an area with 20 ft radius
- Deals damage 0.75 points of damage per biotic point spent, rounded down (so spending 50 biotic points deals 37 points of damage).
- Cooldown reduced to 8 actions.
- **Cost:** Must spend at least 34 biotic points. Can spend more biotic points to increase power's effectiveness.

Rank 4: Upon attaining this rank, this power gains one of the following upgrades:

Damage & Force:

- Increase damage by 0.25 points of damage per biotic point spent.
- Increase flying distance by 5 ft.
- Increase minimum biotic point cost by 2.

Radius:

- Increase area radius by 10 ft.
- Increase minimum biotic point cost by 2.

Rank 5: This power gains one of the following upgrades:

Recharge Speed:

- Cooldown reduced by 2 actions.

- Increase minimum biotic point cost by 2.

Detonate:

- This power can be used to detonate Biotic powers, dealing an additional 1d6 points of damage per rank of *Flare* (this extra damage is also carried to the following layers of protection).
- Increase minimum biotic point cost by 2.

Rank 6: This power gains one of the following upgrades:

Radius:

- Increase area radius by 10 ft.
- Increase minimum biotic point cost by 2.

Improved Damage:

- Increase damage dealt to targets with Shield HP, Barrier Shields or under the influence of the *Barrier* power by 0.25 points of damage per biotic point spent.
- Increase minimum biotic point cost by 2.

Lash

Latch this biotic field onto enemies to jerk them towards you, doing massive damage in the process.

Prerequisite: Biotics 6 ranks, Knowledge (physics) 2 ranks, ability to use *Pull*, Human Adept or Vanguard only

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Duration Until the target's next action.

Effect: *Lash* damages the target and then yanks them toward you, dealing damage when they are dropped or hit an object along the way. The target can save to resist the movement effect. While flying, the character is surrounded by a mass effect field that negates mass and prevents him from taking any action except using *Barrier* or *Levitate*. Creatures affected by this power are considered to have no Dexterity bonus to Defense while the power lasts. When the effects pass, the target falls, taking falling damage as appropriate but not suffering from the probability of damaging his body. The target is also sent prone.

Targets that still have their Shields or Plating up cannot be affected by this power. Instead, their Shields (or Plating if Shields are gone) suffer 1d6 damage per rank of this power. The biotic user must succeed on a ranged touch attack to affect the target.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

This power can be detonated only if Detonate is selected at Rank 4.

Cooldown: 3 actions

Save: Reflex save negates being thrown. DC equals 10 + Biotic ranks divided by 2 + Wis modifier.

Note: This power is only available in campaigns set during or after the events of Mass Effect 3. In campaigns set during the events of Mass Effect 3, this power is only available for Cerberus or Ex-Cerberus agents part of the Phoenix program.

Rank 1: This power has the following statistics:

- Target takes 1d6 damage for each two ranks of this power before being thrown.
- Target is thrown 40 ft toward the character, taking an additional 1d6 for each 10 ft moved this way. Target remains in the air for 1 action (his first action of his next turn). This flight duration is only until the end of the character's turn meaning that until there those affected are flying and have their Dexterity bonus to Defense denied. At the end of this duration they fall prone. For every 5 points the attack exceeds the target's Defense, the target remains airborn for one additional action (to a maximum of 3 actions). Please note that objects and creatures in the path of the flying target halt the movement and both the target and the object/creature take damage for each 10 ft thrown towards the character.
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Target takes 1d6 damage for each two ranks of this power before being thrown.
- Target is thrown 40 ft toward you, taking an additional 1d6 damage per obstacle they would hit along the way. Target remains in the air for 1 action (his first action of his next turn). This flight duration is only until the end of the character's turn meaning that until there those affected are flying and have their Dexterity bonus to Defense denied. At the end of this duration they fall prone. For every 5 points the attack exceeds the target's Defense, the target remains airborn for one additional action (to a maximum of 3 actions). Please note that objects and creatures in the path of the flying target halt the movement and both the target and the object/creature take damage for each 10 ft thrown towards the character.
- Cooldown is reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Target takes 1d6 damage for each two ranks of this power +1d6 before being thrown.
- Target is thrown 40 ft toward you, taking an additional 1d6 damage per obstacle they would hit along the way. Target remains in the air for 1 action (his first action of his next turn). This flight duration is only until the end of the character's turn meaning that until there those affected are flying and have their Dexterity bonus to Defense denied. At the end of this duration they fall prone. For every 5 points the attack exceeds the target's Defense, the target

remains airborn for one additional action (to a maximum of 3 actions). Please note that objects and creatures in the path of the flying target halt the movement and both the target and the object/creature take damage for each 10 ft thrown towards the character.

- Cooldown is reduced to 2 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Damage from being thrown towards the target is increased by +1d6 due to the increased velocity.
- Increase cost by 1 biotic point.

Detonate:

- This power leaves a biotic field on the target, for a number of rounds equal to *Lash* rank. This field counts as a biotic power for purposes of detonation.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Recharge Speed:

- Cooldown is reduced to 1 action.
- Increase cost by 1 biotic point.

Damage Over Time:

- For each round for the next 2 rounds the target takes half of the damage taken when this power is initially used (not including the damage from being thrown several feet)
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Fast Recharge:

- Each time this power is used roll 1d100. If the result is 35 or less, the power does not impose a cooldown period.
- Targets sent flying are still considered under the affects of this power for 2 additional rounds after this power's effects end.
- Increase cost by 2 biotic points.

Shield Penetration:

- Targets with Shield HP or a Barrier can still be lifted up by this power, but at reduced strength. For those targets, the pre-throw damage dice is reduced to d4 and the number of actions spend flying are reduced by 1 (minimum of 1)
- Increase cost by 1 biotic point.

Levitate

Mass-effect fields surround you and allow you to levitate.

Prerequisite: Biotics 8 ranks, ability to use *Pull*, Knowledge (physics) 3 ranks

Target: Self

Activation: 1 free action

Effect: By creating a mass effect field, *Levitate* allows the character to reduce his or her body mass, thus reducing greatly the effects of gravity. When affected by this power, the character can literally levitate through the air and land gently on the ground. This power is extremely useful if the character is the target of a *Pull* and wishes to land safely. Since this power functions by altering the speed with which a character falls and negating any effects from landing, it is also useful for characters falling from buildings, provides the building isn't a towering structure more than a mile long.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Special: This power can be activated during another creature's turn. Doing so, however, removes the possibility of using the free action in the next turn of the character.

The character can choose to use this power a few actions before touching the ground, however the sudden change in falling momentum would prevent lethal damage from being dealt but it would transform that same amount of damage into non-lethal damage. So if a character falls 100 ft but uses Levitate only in the last 20 ft, he still takes 15d6 points of non-lethal damage, but only after the *Levitate*'s effects are resolved.

Note that while using this power, the character can still be affected by wind conditions and is considered as being flying for any purpose. The target's Dexterity bonus to Defense is also negated.

Cooldown: 2 actions after effects have passed

Rank 1: This power has the following statistics:

- Character falls at a rate of 10 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 2 actions.
- **Cost:** 6 biotic points to activate.

Rank 2: This power has the following statistics:

- Character falls at a rate of 15 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 3 actions.
- **Cost:** 7 biotic points to activate.

Rank 3: This power has the following statistics:

- Character falls at a rate of 20 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 4 actions.
- **Cost:** 8 biotic points to activate.

Rank 4: This power has the following statistics:

- Character falls at a rate of 25 ft per action and takes no damage upon landing.
- Character can move up to 5 ft away in an available horizontal direction.
- Lasts for 4 actions.
- **Cost:** 9 biotic points to activate.

Rank 5: This power gains one of the following upgrades:

Improved Levivate:

- Increase the rate of falling by 5 ft per action.
- Increase distance a character can move, horizontally, by 5 ft.
- Increase cost by 1 biotic point.

Glide:

- Increase distance a character can move, horizontally, by 15 ft.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Comet:

- The character can alter the *Levitate* effects to allow him to fall at normal falling speed but take no damage. Upon falling, the character immediately explodes this power dealing 1d8 per Charisma modifier points of damage to everyone within 10 ft, dazing them for 1 action. If, instead, he falls on top of a creature, that creature takes 3d8 per Charisma modifier points of damage (only that creature) and it is stunned.

  Note that this power can only be used if the character reaches the surface while this power is in effect.

- Increase cost by 2 biotic points.

Comet Nova:

- The character can alter the *Levitate* effects to allow him to fall at normal falling speed but take no damage. Upon falling, the character immediately uses any *Biotic Nova* power the character possesses, without requiring an action to do so. The cost of the *Biotic Nova* is doubled, however.

  Note that this power can only be used if the character reaches the surface while this power is in effect.

- Increase cost by 2 biotic points.

Pull

Mass-effect fields surround the target and make him levitate towards you.

Prerequisite: Biotics 6 ranks, Knowledge (physics) 2 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Pull* sends a target flying upwards and then levitates there for a few seconds before dropping on the ground. At the same time, he also slowly drifts towards the biotic. The target can save to resist this effect. While flying, the character is surrounded by a mass effect field that negates mass and prevents him from taking any action except using *Barrier* or *Levitate*. Creatures affected by this power are considered to have no Dexterity bonus to Defense while the power lasts.

Effects vary with rank. When effects pass, the target falls, taking falling damage as appropriate but not suffering from the probability of damaging his body. The target is also sent prone.

Targets with Shield HP or Plating HP cannot be affected by this power and neither can targets already under the effect of *Pull*. However, those targets are still surrounded by a mas effect field that can be detonated once (field lasts as long as the *Pull* would normally last).

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

The character must succeed on a ranged touch attack to affect the target.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Wis modifier.

Rank 1: This power has the following statistics:

- Target is thrown 10 ft into the air
- Target moves 5 ft closer to the character for each action it remains under the effect of *Pull*.
- Target remains in the air remains in the air for 2 actions.
- **Cost:** 2 biotic points to activate.

Rank 2: This power has the following statistics:

- Target is thrown 15 ft into the air
- Target moves 5 ft closer to the character for each action it remains under the effect of *Pull*.
- Target remains in the air for 2 actions.
- **Cost:** 2 biotic points to activate.

Rank 3: This power has the following statistics:

- Target is thrown 15 ft into the air
- Target moves 5 ft closer to the character for each action it remains under the effect of *Pull*.
- Target remains in the air for 3 actions
- Cooldown is reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration of *Pull* by 1 action.
- Increase cost by 1 biotic point.

Radius:

- All creatures adjacent to the target are also affected by the Pull unless they succeed on the save.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Lift Damage:

- Creatures affected by *Pull* take damage per action equal to 1/2 character's Wisdom score (rounded down), directly to their Plating HP, if any, or normal HP if the character has no Plating.

Expose:

- Creatures affected by *Pull* have their DR reduced by 1 while under the efects of this power.

Rank 6: This power gains one of the following upgrades:

Double Pull:

- With the same use of *Pull*, the character can target one additional creature within range. He must still make a range touch attack against that creature and the creature can still save to avoid this power.
- Increase cost by 2 biotic points.

Faster Recharge:

- Cooldown is reduced to 1 action.
- Increase cost by 1 biotic point.

Reave

Attack the target's nervous system with biotic power.

Prerequisite: Biotics 9 ranks, Medicine 4 ranks, Knowledge (biology) 4 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Effect: *Reave* employs mass effect fields to biotically attack the target's nervous or synthetic systems and prevent healing. While this power lasts, the target is unable to recover any form of HP, either through regeneration, Shield Boost, first aid, etc.

Reave has a disabling effect when used to leech health from most sapient organics, who will double over momentarily before being forced to a standing position as the leech effect continues. This can be used to set up victims for the killing shot as they are helpless and largely immobile. Targets are allowed a save to resist the pain, thus being able to act normally while under the affect of this power, but the save does not prevent the damage.

If the target still has his Shields or Plating up, Reave does not affect him but instead it affects his Shields or Plating, dealing twice its damage to them.

The character must succeed on a ranged touch attack to affect the target. This power can be used to detonate Biotic powers that can be detonated. The detonation area is 5 ft for each two ranks and all creatures within that area take 1d6 per *Reave* rank.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Save: Fortitude save to avoid being helpless in pain. DC equals 10 + Biotic ranks divided by 2 + Wis modifier.

Note: Damage is dealt for each action the power is active, regardless of Fortitude save result.

Rank 1: This power has the following statistics:

- Damage dealt equals 3× Cha modifier.
- The target remains in pain and helpless for 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Damage dealt equals 3× Cha modifier.
- The target remains in pain and helpless for 2 actions.
- Cooldown reduced to 3 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Damage dealt equals 3× Cha modifier.
- The target remains in pain and helpless for 3 actions
- Cooldown reduced to 3 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration of *Reave* by 1 action.
- Increase cost by 1 biotic point.

Radius:

- All creatures within 10 ft of the target are also affected by the *Reave*.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Damage:

- Damage increased by 1× Cha modifier.

Recharge Speed:

- Cooldown Reduced to 2 actions.

Rank 6: This power gains one of the following upgrades:

Shields and Plating:

- This power deals three times its damage to Shields and Plating, instead of just twice normal damage.
- Increase cost by 1 biotic point.

Damage and Duration:

- Damage increased by 1× Cha modifier.
- Increase duration of *Reave* by 1 action.
- Increase cost by 1 biotic point.

Shockwave

Blast the way in front of you with mass-effect fields.

Prerequisite: Biotics 9 ranks, ability to use *Pull*

Target: All characters in line

Activation: 1 action

Effect: *Shockwave* sends out a series of explosive biotic impacts in front of the user ignoring any obstacles (except walls which take damage from this power but prevent it from going any further). It can be unleashed along the ground to launch all enemies in its path into the air, or used against airborne targets.

The explosions will affect anyone within the line but characters can save to avoid them. The range of the explosion cascade, as well as the radius they affect and flying distance, depend on rank. Targets sent flying do so momentarily, falling prone in same space they occupied and taking damage from falling as normal (but do not suffer from probability of damaging body parts). This flight duration is only until the end of the character's turn meaning that until there those affected are flying and have their Dexterity bonus to Defense denied. Large or bigger targets are not sent flying. Creatures that are already flying are not sent flying.

If this power hits targets with Shield or Plating, those targets won't be sent flying and the damage is done to either the Shields or the Plating.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

This power can be used to detonate Biotic powers that can be detonated. The detonation area is 5 ft for each two ranks and all creatures within that area take 1d6 per *Shockwave* rank.

Cooldown: 4 actions

Save: Reflex save negates the flying but not the damage. DC equals 10 + Biotic ranks divided by 2 + Cha modifier.

Rank 1: This power has the following statistics:

- Explosion cascade has a range of 30 ft and affects all in that line.
- Everyone in the line takes 3d8 points of damage.
- Affected creatures fly 5 ft into the air.
- **Cost:** 6 biotic points to activate.

Rank 2: This power has the following statistics:

- Explosion cascade has a range of 40 ft and affects all in that line.

- Everyone in the line takes 3d8 points of damage.
- Affected creatures fly 5 ft into the air.
- Cooldown reduced to 3 actions.
- **Cost:** 6 biotic points to activate.

Rank 3: This power has the following statistics:

- Explosion cascade has a range of 40 ft and affects all in that line.
- Everyone in the line takes 4d8 points of damage.
- Affected creatures fly 10 ft into the air.
- **Cost:** 6 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Empowered Explosions:

- Increase damage by 1d8.
- Affected targets are sent flying 15 ft into the air.

Extended Explosions:

- When determining the line of effect of the shockwaves, use an additional parallel line, no more than 5 ft away from the first, to determine the area the cascade affects.
- Increase range of explosion cascade by 10 ft.

Rank 5: This power gains one of the following upgrades:

Detonate:

- When detonating Biotic powers through the use of a Shockwave, increase damage dealt by 3d6.

Reach:

- Increase range of explosion cascade by 20 ft.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown to 2 actions.
- Increase cost by 1 biotic point.

Lifting Shockwave:

- Targets remain in the air until the beginning of their next turn, instead of falling immediately after the end of the character's turn.
- Increase cost by 1 biotic point.

Singularity

Use mass-effect fields to create a singularity effect in a given point.

Prerequisite: Biotics 7 ranks, Knowledge (physics) 4 ranks, Adept or Asari Pure Biotic class, ability to use *Pull*

Target: All characters in area

Activation: 1 action

Range: A grid intersection up to 60 ft away.

Effect: This power launches a dark energy sphere to create an intense mass effect field. The field creates a warp in the space-time continuum, creating a gravity well akin to a black hole. Creatures not protected by Shields or Plating are drawn into the Singularity and lifted up in the air in orbit while protected enemies are held in place.

Any character wandering into the gravity well of a Singularity after it has been created will be also be pulled into orbit.

Characters without Shield HP or Plating HP that are in the area affected by Singularity can make a Reflex save to avoid being lifted up in the air by this power. Each round they remain within the area, they must make a new save. A successful will prevent them from being lifted up but they won't be be able to move from their current position. Those with Shield HP or Plating HP caught in this power's area must make a Fortitude save each round or they are unable to move from their current position. Characters that are lifted up are helpless and cannot act.

By the end of their hold duration, creatures affected are softly sent to the ground taking no damage from the fall. They, however, are sent prone and their new location is randomly determined among the squares the Singularity occupied.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

This power can be detonated. Using a biotic power that detonates other biotic powers on a target affected by the Singularity detonates the entire power and all affected by it take the detonation damage (if the detonation has an area, instead it affects the *Singularity*'s area)

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions after last *Singularity* ended.

Save: Reflex save avoid being caught by this power; Fortitude save to be able to move after being caught by it. DC equals 10 + Biotic ranks divided by 2 + Wis modifier.

Rank 1: This power has the following statistics:

- Radius of 5 ft.
- Lasts for 2 actions.
- Affected creatures fly 5 ft into the air.
- **Cost:** 4 biotic points to activate.

Rank 2: This power has the following statistics:

- Radius of 5 ft.
- Lasts for 2 actions.
- Affected creatures fly 5 ft into the air.
- Cooldown reduced to 3 actions.
- **Cost:** 4 biotic points to activate.

Rank 3: This power has the following statistics:

- Radius of 10 ft.
- Lasts for 2 actions.
- Affected creatures fly 5 ft into the air.

- Cooldown reduced to 3 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase this power's duration by 1 action.
- Increase cost by 1 biotic point.

Radius:

- Increase radius by 5 ft.
- Affected creatures fly an additional 5 ft into the air.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Lift Damage:

- Creatures affected by *Singularity* take damage per action equal to 1/2 character's Wisdom score (rounded down), directly to their Plating HP, if any, or normal HP if the character has no Plating
- Increase cost by 1 biotic point.

Recharge:

- Reduce cooldown by 1 action.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Expand:

- Increase radius by 5 ft.
- Affected creatures fly an additional 5 ft into the air.
- Increase cost by 1 biotic point.

Blast:

- If *Singularity* is not detonated, once this power's duration ends it causes a blast that deals 6d6 points of damage to all affected by it and others within 20 ft of its point of origin.
- Increase cost by 1 biotic point.

Slam

Lift the target in the air, using mass-effect fields, only to send him with a great force against the ground, a second later.

Prerequisite: Biotics 9 ranks, ability to use *Pull* and *Throw*, Knowledge (physics) 5 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Slam* lifts a target and slams them to the ground, inflicting damage. It is basically a combination of the two powers it requires as prerequisite, with the benefit it only requires one action to perform. Another benefit is the fact that *Slam* propels the target upwards with the same speed as it does downwards so if the target is sent flying but hits a ceiling, it takes the damage dealt by this power when it hits the ceiling and once more when it hits the ground (in addition to the falling damage, but it does not suffer from the probability of damaging the body). The target remains in the same square it occupied by is sent prone. The target falls prone on the ground and is dazed for 1 action.

The target can save to negate this power's effects.

This power's effects vary with specialization.

The character must succeed on a ranged touch attack to affect the target. Targets that still have their Shields or Plating up cannot be affected by this power.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Cha modifier.

Rank 1: This power has the following statistics:

- The target is sent flying 5 ft into the air (so no falling damage applies).
- Target takes 3d6 points of damage from this power's slam.
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- The target is sent flying 5 ft into the air (so no falling damage applies).
- Target takes 3d6 points of damage from this power's slam.
- Cooldown reduced to 3 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- The target is sent flying 10 ft into the air.
- Target takes 3d6 points of damage from this power's slam.
- Cooldown reduced to 3 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Force:

- Increase slam's damage by 1d6.

Radius:

- Creatures adjacent to the target are also affected, and they can save to avoid this power.

Rank 5: This power gains one of the following upgrades:

Improved Force:

- Target is sent an additional 5 ft into the air.
- Increase cost by 1 biotic point.

Recharge:

- Reduce cooldown by 1 action.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Incapacitate:

- Affected targets are dazed for 2 actions instead of 1.
- Increase cost by 1 biotic point.

Double Slam:

- With the same use of *Slam*, the character can target one additional creature within range. He must still make a range touch attack against that creature and the creature can still save to avoid this power.
- Increase cost by 2 biotic points.

Smash

Drive the lash into the ground to cause area-of-effect damage and devastating direct damage.

Prerequisite: Biotics 6 ranks, Knowledge (physics) 2 ranks, Human Adept or Vanguard only

Target: Three 5ft squares in a line directly in front of you.

Activation: 1 action

Range: Melee (15ft; requires Phoenix Lash, see Equipment)

Duration Instantaneous. Special (see below)

Effect: *Smash* uses the biotic-electrical whips proprietary to Project Phoenix to deliver a massive jolt of energy that both damages and knockback. Effects vary with rank. The target is also sent prone. If something prevents the target from being moved by this power, the target takes 1d6 damage and halts the movement.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

The biotic user must succeed on a melee touch attack to affect the target.

This power can be detonated within 6 actions only if Biotic Combo is selected at Rank 4.

This power may be detonated within 6 actions by Tech powers if Electrical Damage is selected at rank 4. This is due to the power's dependence upon special Cerberus technology.

Cooldown: 4 actions

Save: Fortitude save negates movement effect and knockdown. DC equals 10 + Biotic ranks divided by 2 + Wis modifier.

Rank 1: This power has the following statistics:

- Targets in area take melee damage from the Phoenix Lash as part of this power.
- Target is pushed 10 ft outside of the area of effect and rendered prone (pushed to the sides).
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Targets in area take melee damage from the Phoenix Lash as part of this power.
- Target is pushed 10 ft outside of the area of effect and rendered prone (pushed to the sides).
- Cooldown is reduced to 3 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Targets in area take melee damage +1d6 from the Phoenix Lash as part of this power.
- Target is pushed 15 ft outside of the area of effect and rendered prone (pushed to the sides).
- Cooldown is reduced to 3 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Biotic Combo:

- This power may now be detonated, with Biotic powers, within the next 6 actions.
- Target takes +1d6 additional melee damage.
- Increase cost by 1 biotic point.

Electrical Damage:

- This power may now be detonated, with Tech powers (any tech power that does damage to Shield HP can be used to detonate this power,) within the next 6 actions. Detonation damage equals 4d6 and affects all in a 15-ft radius.
- Your next melee attack, against the target, deals +2d6 damage. This attack must be made within 2 actions or the benefits of this power are lost.
- Increase cost by 1 biotic point.

Rank 5: This power gains one of the following upgrades:

Force & Damage:

- Target takes +1d6 additional melee damage.
- Target is pushed an additional 5 ft out of the area of effect.

Recharge Speed:

- Cooldown is reduced to 2 actions.

Rank 6: This power gains one of the following upgrades:

Armor Damage:

- This power does an additional +3d6 damage if target has Shield HP or Plating HP.
- Increase cost by 2 biotic points.

Impact Radius:

- The area of effect becomes a 15 ft cone, affecting all targets within.

- Increase cost by 2 biotic point.

Stasis

Conjure a mass-effect field that prevent your opponent from moving or performing any action.

Prerequisite: Biotics 7 ranks, Knowledge (physics) 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Stasis* causes an enemy to be temporarily locked in a mass effect field, freezing the target in place and making them unable to attack.

While in *Stasis* they cannot be moved so Biotic powers that force the target to move do not work. This power cannot be used on creatures bigger than Large.

The character must succeed on a ranged touch attack to affect the target. *Stasis* can be used on target except those with the Armored quality (see Chapter 9).

The *Stasis* is immediately broken if the target takes an amount of damage equal to 10× Wis modifier. However, when affected by *Stasis*, the target has all its DRs increased by +3, as the mass effect field that locks it in place is solid and can absorb damage.

This power can be detonated only if Detonate is selected at Rank 5.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Rank 1: This power has the following statistics:

- Target remains in *Stasis* for 3 actions.
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Target remains in *Stasis* for 3 actions.
- Cooldown reduced to 3 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Target remains in *Stasis* for 4 actions.
- Cooldown reduced to 3 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase *Stasis* duration by 1 action.

Stasis Strength:

- Increase the amount of damage the target can take, before the *Stasis* breaks, by +5× character's Wis modifier.

Rank 5: This power gains one of the following upgrades:

Weaker Mass Effect field:

- Reduce DR granted by *Stasis* by 1 point.
- Increase cost by 1 biotic point.

Detonate:

- *Stasis* can now be detonated.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Bubble:

- Instead of affecting a single target, *Stasis* now affects a 10 ft radius area. Any creature within the area, or that walk into the area, become under the effect of *Stasis*. A range touch attack is still needed to affect the target area. The point of origin must always be on a solid surface. Like *Singularity*, if this power is detonated (the character must have chosen detonate at rank 5), all creatures affected by this power take detonation damage and the detonation has no additional radius.
- Increase cost by 2 biotic points.

Recharge Speed:

- Reduce power cooldown by 1 action.
- Increase cost by 1 biotic points.

Throw

Launch a mass-effect blast that propels the target.

Prerequisite: Biotics 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Throw* uses mass effect fields to reduce the targets' mass then hurl them away, damaging them if they hit an object. The target can save to avoid being thrown. Thrown distance and damage taken varies with specialization. A target that is sent flying also ends up prone.

For each size larger than Medium, a creature gain a +4 bonus to saves against this power. For each size smaller it gains a -4 penalty to saves against this power.

Targets that still have their Shields or Plating up cannot be thrown. Instead, if they fail the save, they are pushed back 5 ft, re-setting any Special Actions (i.e. Camping, Full Defense, Aiming) or any features that may carry from previous rounds (like the increased RoF from the Geth Plasma SMG), but do not fall prone.

Any creature or object hit by this power is surrounded by a mass effect field that lasts a number of actions equal to this power's rank. During those actions, the field may be detonated once.

The character must succeed on a ranged touch attack to affect the target. By taking a -5 penalty on the range touch attack, the character can arc this power and have the target sent flying in another direction. The character can choose the new direction to which the target will fly. Please note that using this power in such a way can never bring the target closer to the character, the new direction must always send the target away or at least keep the same distance between them.

This power may be used on objects that weight up to 100 lbs per Wis modifier.

In ranks 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 2 actions

Save: Fortitude save negates. DC equals 10 + Biotic ranks divided by 2 + Cha modifier.

Rank 1: This power has the following statistics:

- Target sent flying 10 ft away.
- If target collides with an object or a creature, both take 2d6 damage.
- **Cost:** 1 biotic point to activate.

Rank 2: This power has the following statistics:

- Target sent flying 15 ft away.
- If target collides with an object or a creature, both take 2d6 damage.
- **Cost:** 1 biotic point to activate.

Rank 3: This power has the following statistics:

- Target sent flying 15 ft away.
- If target collides with an object or a creature, both take 2d6 damage.
- Increases save DC by +1
- Cooldown reduced to 1 action.
- **Cost:** 1 biotic point to activate.

Rank 4: This power has the following statistics:

- Target sent flying 20 ft away.
- If target collides with an object or a creature, both take 3d6 damage.
- Increases save DC by +2
- Cooldown reduced to 1 action.
- **Cost:** 2 biotics point to activate.

Rank 5: This power gains one of the following upgrades:

Radius:

- Affects all creatures within a 10 ft of the target. They are sent flying in the same direction as the target.
- Increase cost by 1 biotic point.

Empowered Throw:

- Increase collision damage by 1d6.
- Increases save DC by +2
- Increase cost by 2 biotic point.

Rank 6: This power gains one of the following upgrades:

Double Throw:

- With the same use of *Throw*, the character can target one additional creature within range. He must still make a range touch attack against that creature and the creature can still save to avoid this power.
- Increase cost by 1 biotic point.

Greater Throw:

- Target is sent flying an additional 10 ft.

Warp

Launch a mass-effect blast that damages the target.

Prerequisite: Biotics 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Warp* spawns a mass effect field that damages enemy targets. It deals double damage to Plating and will detonate Biotic powers affecting the target, such as *Biotic Enhancement*, *Pull* or *Singularity*. The detonated target takes double damage from *Warp*, and all targets within the detonation radius receive normal damage. If they are also being affected by a biotic power, then they also take double damage.

The character must succeed on a ranged touch attack to affect the target. Warp can be used to damage breakable objects.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Rank 1: This power has the following statistics:

- Deals damage equal to 2d8 + Cha modifier.
- Detonation Radius: 5 ft.
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Deals damage equal to 2d8 + Cha modifier.
- Detonation Radius: 5 ft.
- Cooldown reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Deals damage equal to 3d8 + Cha modifier.

- Detonation Radius: 5 ft.
- Cooldown reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d8.

Detonate Synergy:

- Characters within the detonation radius receive double damage instead of normal damage.
- Increase detonation radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Improved Damage:

- Increase damage by 2d8.
- Increase cost by 1 biotic point.

Expose:

- Characters affected by *Warp* are subjected to a residual mass effect field that last a number of rounds equal to your Charisma modifier. While it lasts, the targets suffer 2 additional damage per shot and/or power that affects them.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades:

Pierce:

- Increase damage done to Plating by 2d8.

Recharge Speed:

- Reduce power cooldown by 1 action.

Tech Specialization

The term Tech refers to abilities related with electronic and biological systems. These abilities don't derive from special features of a character's body, they are trained and learned through a character's life and career. Tech abilities are based around reverse engineering, hacking technologies or biology knowledge. Tech powers are deployed with omni-tools.

Only some classes allow a character to improve his Tech powers by providing Tech Specialization. These allow the character to gain specializations, gaining new ranks in Tech powers, thus use a specific Tech power. A character can also take the Extra Tech Training feat to gain one extra rank in one Tech power. The same feat may be chosen several times, each time improving the ranks in a Tech power by 1 (provided the character meets the prerequisites to gain the rank). Alternatively, a character can take the Simple Tech Training to gain access to a single Tech power, which is a valuable feat for characters of classes that provide no Tech powers but wish to use Techs.

A character increases his ranks in a specific Tech power by spending one tech specialization to increase his rank by one step for that power. All characters are considered to start with 0 ranks in all Tech powers. Until the Rank 1 in a Tech power is gained, characters are not allowed to use that power. Once a rank is attained, the character can still choose to use a lesser rank of that power. He can also decide the lower the statistics of the power's rank he is using (such as damage, area or effect, etc) but not cooldown or the tech point cost of the rank he uses.

Tech powers have prerequisites that have to be met in order to gain the 1st rank in a specific Tech power. The prerequisites are present in each Tech power description, below. To gain additional ranks, only skill prerequisites must be met, which increase by 2 for each additional rank beyond 1st. Thus the 5th rank in AI Hacking requires the character to have 10 ranks in the Hacking skill.

Tech powers possess a Tech Cooldown. This cooldown represents the amount of time during which no Tech use can use Tech powers. Tech Cooldown only kicks-in once the power is used, unless otherwise stated, or once certain conditions are met.

Some Tech powers also have "maintenance". Maintenance removes tech points from a character's biotic points pool for as long as a power with maintenance is active. If during an encounter the character performs something to recover points, the points reserved to maintenance return only after the powers with maintenance have been removed or dismissed.

Some Tech powers can be dismissed with 1 free action. These present a (D) in the target entry. The following pages provide information about each power. In the table above is also a list and short description of each power.

Adhesive Mine

Deploy a small tech-mine that explodes into a sticky substance when enemies are near.

Prerequisite: Electronics 3 ranks, ability to use *Cryo Blast*

Target: Creatures in area

Activation: 1 action

Range: Target area up to 60 ft away.

Effect: By manipulating the omni-tool, the character can create a mine filled with super-cooled subatomic particles altered to cover large flat surfaces once the mine is triggered.

An *Adhesive Mine* is always placed in a 5-ft square. Anyone, identified as enemy by the character's IFF, passing the through the square triggers the mine, which projects a huge blast of super-cooled subatomic particles. Those particles, however, are launched in a spray very close to ground level, snap-freezing it in a 20-ft radius of the mine. Creatures passing through the frozen area must make Balance checks to move. Success allows the creature to move at half speed. Failing for 4 or less means the creature cannot move. Failing by 5 or more means the creature slips in the

Tech Powers	Description	1st rank Skill Requirement
Adhesive MIne	Deploy a small tech-mine that explodes into a sticky substance when enemies are near.	Electronics 3 ranks, ability to use *Cryo Blast*
AI Hacking	Hack a synthetic or mech to have it attack its allies	Hacking 2 ranks
Combat Drone	Deploy an holographic drone that attacks on its own	Electronics 4 ranks, Engineer or Quarian Machinist class
Cryo Blast	Launch a blast that can freeze the target	Electronics 3 ranks
Defense Drone	Similar to *Combat Drone* but solely for defense	Electronics 4 ranks, Quarian Machinist class
Disruptor	Target cannot use Tech or Biotic powers	Damping 3 ranks
Energy Drain	Drain target's Shield HP to recover your own	Electronics 7 ranks, Damping 7 ranks, Decryption 7 ranks
Hunter Mode	Provides a boost to combat efficiency	Hacking 7 ranks, Geth race only
Incinerate	Launch a blast that sets target on fire	Electronics 3 ranks
Invasion	Infect enemies with a virulent VI that disrupts their shields, armors and weapons	Damping 5 ranks, Decryption 5 ranks, Hacking 5 ranks
Neural Shock	Paralyze the target	Medicine 5 ranks, Knowledge (biology) 5 ranks
Overload	Deal damage to Shield HP, synthetics or mechs	Electronics 2 ranks
Proximity Mine	Deploy a mine that explodes when enemies are near	Electronics 5 ranks
Sabotage	Overheat target's weapons	Decryption 3 ranks
Sentry Turret	Deploy a small stationary turret that attacks on its own	Electronics 5 ranks, Engineer class or Quarian Machinist class
Shield Block	Create a a shield that increases defense	Electronics 3 ranks, Proficiency with Medium Armor
Submission Net	Entangle enemies in an electrified net	Electronics 8 ranks, Knowledge (physics) 4 ranks, Batarian race, Sentinel class
Tactical Cloak	Become invisible for a short period of time	4 ranks, Infiltrator class or Turian Agent class
Tactical Scan	Reveal weaknesses in defenses, increasing all damage done to the target and slowing its movement speed	Decryption 8 ranks, Damping 8 ranks, Electronics 8 ranks, Hacking 8 ranks, Quarian race
Team Support	Improve defenses of whole squad	Decryption 4 ranks, Electronics 4 ranks, Knowledge Knowledge (tactics) 2 ranks, Repair 4 ranks
Tech Armor	Create a protective armor	Electronics 3 ranks, Sentinel class

frozen surface and falls to prone on the ground (an action with a Balance DC 15 is required get up). Creatures can still move while prone without penalty.

This spray does not affect creatures. It also only affects one surface, so if the mine is placed on the ground it does not affect the walls, nor does it affect any sort of apparatus or furniture within the radius.

Only 3 *Adhesive Mines* can be places by the same character at the same time. They last 1 minute when not triggered.

If the character doesn't have enough tech points upon the time when the mine would be activated, then the mine doesn't trigger at all, remaining in place until it is triggered again and there are enough tech points for it to activate.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 2 actions

Rank 1: This power has the following statistics:

- Balance check DC 10 + Electronics ranks divided by 2 + Int modifier.
- Freeze lasts for 2 actions.
- **Cost:** 1 tech point to activate.

Rank 2: This power has the following statistics:

- Balance check DC 11 + Electronics ranks divided by 2 + Int modifier.
- Freeze lasts for 2 actions.
- Cooldown reduced to 1 action.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Balance check DC 12 + Electronics ranks divided by 2 + Int modifier.
- Freeze lasts for 3 actions.
- Cooldown reduced to 1 action.
- **Cost:** 2 tech points to activate.

Rank 4: This power has the following statistics:

- Balance check DC 13 + Electronics ranks divided by 2 + Int modifier.
- Freeze lasts for 3 actions.
- Cooldown reduced to 1 action.
- **Cost:** 2 tech points to activate.

Rank 5: This power gains one of the following upgrades:

Detection Radius:

- Mine now triggers if enemies pass through squares adjacent to the square the mine occupies.

Smooth Surface:

- Increase Balance DC by 1.

Rank 6: This power gains one of the following upgrades:

Smooth Surface:

- Increase Balance DC by 2.
- Increase cost by 1 tech point.

Duration:

- Increase duration by 1 action.
- Increase cost by 1 tech point.

AI Hacking

Hack an enemy synthetic or mech and have it fight for you.

Prerequisite: Hacking 2 ranks

Target: Targets in the area

Activation: 1 action

Range: Target up to 60 ft away.

Effect: This tech power turns enemy synthetic or mechs into allies that fights for the character during an amount of time.

The effects of this power are immediately recognized by the Identify Friend/Foe systems (IFF) of other synthetics, mechs and vehicles, which immediately alerts them for the change of behavior of the hacked target. The creatures affected by this power do not need to remain in the area. Once affected, they are only released from this power after its duration lasts, no matter how far they move.

No ranged touch attack is required.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Save: Will save negates. DC equals 10 + Hacking ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Lasts for 3 actions.
- Area Radius: 5 ft.
- **Cost:** 2 tech point to activate.

Rank 2: This power has the following statistics:

- Lasts for 3 actions.
- Area Radius: 5 ft.
- Cooldown reduced to 3 actions.
- **Cost:** 2 tech point to activate.

Rank 3: This power has the following statistics:

- Lasts for 3 actions.
- Area Radius: 10 ft.
- Cooldown reduced to 3 actions.
- **Cost:** 3 tech point to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration by 1 action.

Radius:

- Increase area radius by 5.

Rank 5: This power gains one of the following upgrades:

Explosive Hack:

- If affected targets are destroyed, while this power last, they deal 3d6 points of damage to any creature within 10 ft.
- Increase cost by 1 tech point.

Recharge:

- Decrease cooldown by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Berserk:

- Affected creatures move 10 ft faster and have their recoil penalty reduced by 2.
- Increase cost by 1 tech point.

Tech Vulnerability:

- Affected creatures take a -5 penalty on saves against Tech powers and take additional 1d6 points of damage from Tech powers that deal damage.
- Increase cost by 1 tech point.

Combat Drone

Create a solid holographic sphere to attack your enemies.

Prerequisite: Electronics 4 ranks, Engineer or Quarian Machinist class

Activation: 1 action

Effect: This power summons forth a *Combat Drone* that fights for the character. No more than one *Combat Drone* can be active at any given time. After the drone is destroyed or disappears, the character suffers a blowback that messes up his computers and omnitool, imposing the cooldown time of this power.

The drone remains active until destroyed or until the end of the encounter. The drone never goes beyond 100-ft away from the character and performs no other actions than attacking the character's enemies. If the character manages to move away from the drone, increasing the distance between each beyond 100 ft, the drone stops any action and starts moving towards the character. If the drone is not within 100 ft of the character, it does not attack.

Combat Drones are not mechs nor synthetics, so they cannot be targeted by any power that specifically targets those types of creatures. *Combat Drones* only have Shields and their attack does not have any form of range increment so they can only attack targets that are up to their maximum range from them.

The drones have 2 actions per turn, that take place in the character's turn, but only one of those can be used to attack. They are completely independent from the character and are unable to receive orders from the character, always attacking the nearest enemy. However, the drone's limited VI is intelligent enough to move around the battlefield, taking advantage of it and always trying to remove the enemy's cover benefits.

The Drone appears in a designated square that cannot be more than 10 ft away from the character.

When ranks 4, 5 and 6 are attained, the character must choose one of two different permanent effects at each rank.

Cooldown: 4 actions after previous *Combat Drone* has disappeared or was destroyed.

Rank 1: This power has the following statistics:

- Drone has a Defense of 15.
- Drone has 20 Shield HP.
- Drone has an attack range of 20 ft
- Drone has an attack bonus equal to character's Int modifier × 2.
- Drone deals 2d6 damage per attack.
- Drone can move at a speed of 20 ft.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Drone has a Defense of 17.
- Drone has 25 Shield HP.
- Drone has an attack range of 20 ft
- Drone has an attack bonus equal to character's Int modifier × 2.
- Drone deals 2d6 damage per attack.
- Drone can move at a speed of 20 ft.
- Cooldown is reduced to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Drone has a Defense of 17.
- Drone has 30 Shield HP.
- Drone has an attack range of 20 ft
- Drone has an attack bonus equal to character's Int modifier × 2.
- Drone deals 3d6 damage per attack.
- Drone can move at a speed of 20 ft.
- Cooldown is reduced to 3 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Shield & Attack:

- Increase Drone's Shield HP by 10 and Defense by +2.
- Increase Drone's damage by 1d6.
- Increase Drone's attack range by 10 ft.
- Drone's attack is increased by Int modifier × 1.

Detonate:

- When destroyed, the drone explodes dealing 4d8 damage to every creature in a 20 ft radius.

Rank 5: This power gains one of the following upgrades:

Shock:

- The drone's attack now daze the target for 1 action. The target can save (DC 15 + character's Int modifier) to avoid the daze effect.
- Drone's attack now affects enemies adjacent to the target.
- Increase cost by 1 tech point.

Shield & Damage:

- Increase drone's Shield HP by 10 and Defense by +2.
- Increase drone's damage by 1d6.
- Drone's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Rockets:

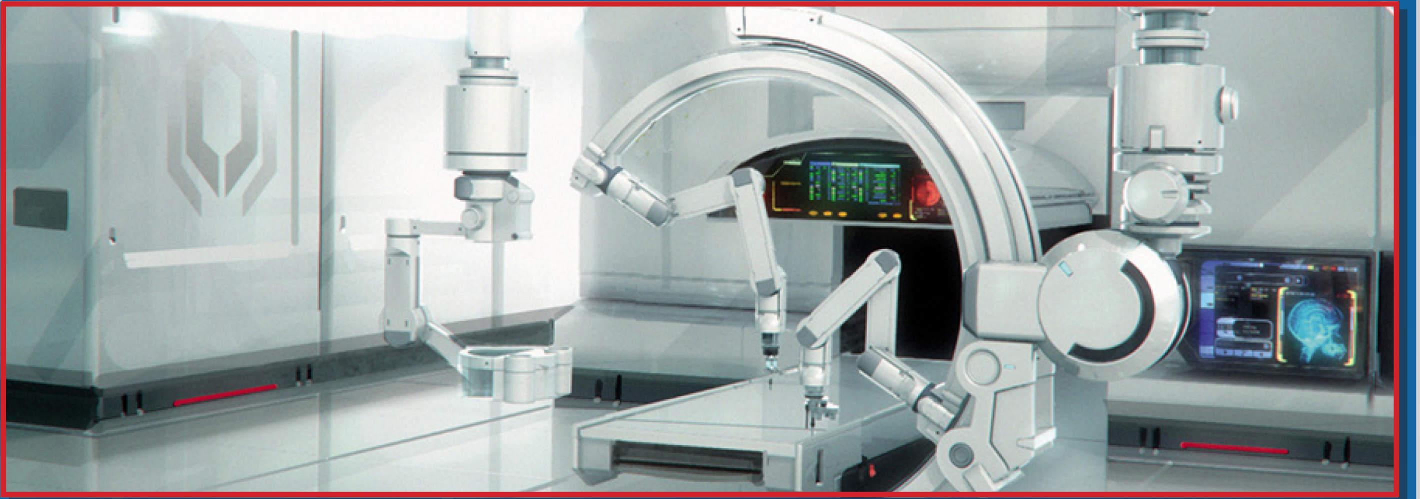
- The drone's attacks become rocket-like attack.
- Increase drone's attack range by 20 ft.
- Increase drone's damage by 1d6.
- Damage is also dealt to any creature adjacent to the target.
- Drone's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Chain Lightning:

- The drone's attack can now hit 3 additional targets. Each target cannot be more than 20 ft away from another.
- Drone's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Cryo Blast

Launch a blast of super-cooled particles to freeze



and damage a target.

Prerequisite: Electronics 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Effect: When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing the target and chill those near it. The frozen target also falls prone if his last action, before being hit by this tech power, was to move. Chilled targets can still move but have their movement reduced.

The character must succeed on a ranged touch attack to affect the target. This power affects only enemies, and they can save to avoid the power's effects. Success on the save, however, chills the target.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Save: Fortitude save negates. DC equals 10 + Electronics ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Duration of freeze and chill: 1 action.
- Chilled character's speed is reduced by 5 ft.
- Radius: target is frozen, adjacent creatures are chilled.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Duration of freeze and chill: 1 action.
- Chilled character's speed is reduced by 5 ft.
- Radius: target is frozen, adjacent creatures are chilled.
- Cooldown reduced to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Duration of freeze and chill: 1 action.
- Chilled character's speed is reduced by 10 ft.
- Radius: target is frozen, adjacent creatures are chilled.
- Cooldown reduced to 3 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration by 1 action.
- Increase cost by 1 tech point.

Radius:

- Enemies up to 10 ft away from the target are chilled.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Speed Reduction:

- Increase speed reduction by 5 ft.

Cryo Explosion:

- Creatures frozen or chilled by this power have their armor DR reduced by 1.

Rank 6: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Frozen Vulnerability:

- Creatures frozen or chilled by this power have their armor DR reduced by 1.
- Characters with Plating take 1 additional damage per shot made against them.
- Increase cost by 1 biotic point.

Defense Drone

Create a solid holographic sphere to defend you from nearby enemies.

Prerequisite: Electronics 4 ranks, Quarian Machinist class

Activation: 1 action

Effect: This power summons forth a stationary drone that fights for the character. No more than one *Defense Drone* can be active at any given time. After the drone is deployed, the character suffers a blowback that messes up his computers and omnitool, imposing the cooldown time of this power.

Unlike a *Combat Drone*, this drone cannot be destroyed by enemies. In addition, it is always around the character's head (at a distance of 1 ft as not to disturb the character), so it appears and occupies the character's space.

This drone attacks once in the character's turn, and it attacks by electrocuting one enemy within range.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 2 actions.

Rank 1: This power has the following statistics:

- Drone has an attack range of 15 ft
- Drone has an attack bonus equal to character's Int modifier × 3.
- Drone deals 1d6+1 damage.
- Drone remains active for 10 actions.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Drone has an attack range of 15 ft
- Drone has an attack bonus equal to character's Int modifier × 3.
- Drone deals 1d6+1 damage.
- Drone remains active for 10 actions.
- Reduce cooldown by 1 action.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Drone has an attack range of 15 ft
- Drone has an attack bonus equal to character's Int modifier × 3.
- Drone deals 2d6+2 damage.
- Drone remains active for 10 actions.
- Reduce cooldown by 1 action.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase drone's duration by 10 actions.

Range:

- Increase drone's range by 5 ft.

Rank 5: This power gains one of the following upgrades:

Attack Rate:

- The drone can now attack +1 additional target within range.
- Increase cost by 1 tech point.

Damage & Range:

- Increase drone's attack range by 5 ft.
- Increase drone's damage by 1d6+1.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Incapacitate:

- The drone's attack have a 30% chance of knocking down the target.
- Increase cost by 1 tech point.

Chain Lightning:

- The drone can now attack +1 additional target within range.
- Increase cost by 1 tech point.

Disruptor

Disrupt target's tech and biotic abilities.

Prerequisite: Damping 3 ranks

Target: Targets in area

Activation: 1 action

Range: Area up to 60 ft away

Effect: This power is extremely useful for battlefield control because it not only dazes creatures in the target area but also negates them the ability to use Tech and Biotic powers for a short time. Affected targets can spend 1 full round (in which they cannot take damage or the attempt is ruined) and make an Electronics check with a DC equal to save DC to reboot the systems of their omni-tools and armors to remove the effects of this power.

The character must succeed on a ranged touch attack to affect the target. This power targets only enemies in the area. Targets can save to negate the stunning effect.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 7 actions

Save: Will save negates the daze effect. DC equals 10 + Damping ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Area affected: 10 ft radius.
- Duration: 3 actions.
- Dazes for 1 action.
- **Cost:** 3 tech points to activate.

Rank 2: This power has the following statistics:

- Area affected: 10 ft radius.
- Duration: 3 actions.
- Dazes for 1 action.
- Cooldown reduced to 6 actions.
- **Cost:** 3 tech points to activate.

Rank 3: This power has the following statistics:

- Area affected: 15 ft radius.
- Duration: 3 actions.
- Dazes for 1 action.
- Cooldown reduced to 6 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration by 1 action.
- Increase cost by 1 tech point.

Radius:

- Increase affected area radius by 5 ft.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Stronger Disruption:

- Increase daze duration by 1 action.
- Increase DC by 1.
- Increase cost by 1 tech point.

Recharge:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Area & Duration:

- Increase duration by 1 action.
- Increase affected area radius by 5 ft.
- Increase cost by 1 tech point.

Recharge Speed:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Energy Drain

Drain energy from the target's shields and add it to your own.

Prerequisite: Electronics 7 ranks, Damping 7 ranks, Decryption 7 ranks

Target: Enemies in area

Activation: 1 action

Range: Target up to 60 ft away.

Effect: *Energy Drain* saps enemies' kinetic barrier power to boost the character's shields, while affecting all around the target. Synthetics/mechs in the area without Shield HP take the same amount of damage but the character does not gain any Shield HP from them.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

No ranged attack is required.

Cooldown: 3 actions

Rank 1: This power has the following statistics:

- Area affected: 5 ft radius centered on the target.
- Damage dealt to Shields: 4d6.
- Character gains: 50% of damage dealt as Shield HP.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Area affected: 5 ft radius centered on the target.
- Damage dealt to Shields: 4d6.
- Character gains: 50% of damage dealt as Shield HP.
- Cooldown reduced to 2 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Area affected: 5 ft radius centered on the target.
- Damage dealt to Shields: 5d6.
- Character gains: 50% of damage dealt as Shield HP.
- Cooldown reduced to 2 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d6.
- Increase cost by 1 tech point.

Radius:

- Increase affected area radius by 5 ft.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Drain:

- Character gains 100% of damage dealt Shields as Shield HP.

Multiple Targets:

- Affects two targets within range, applying this powers effects to them.

Rank 6: This power gains one of the following upgrades:

Improved Damage:

- Increase damage by 2d6.

- Increase cost by 1 tech point.

Strengthen Shield:

- After gaining Shield HP with this power, the character also gains DR 1 that applies for attacks made against the character's shields.
- The DR provided lasts for 5 actions.
- Multiple uses do not stack but they reset the duration of the DR.
- Increase cost by 1 tech point.

Hunter Mode

Advanced diagnostics redirect power into offensive systems, boosting combat capabilities.

Prerequisite: Hacking 7 ranks, Geth race (cannot be selected by other races even through Unique Specializations)

Target: Self (D)

Activation: Free action

Maintenance: Equals cost

Effect: This power increases the Geth's targeting abilities, allows the Geth to see in complete darkness, and even detect targets through walls or other obstacles. It also provides damage bonus on melee attacks. Effects vary with rank.

While this power is active the Geth takes double damage to Shield HP from all sources. In addition, Shield HP cannot be recovered or regenerated while this power is active.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 1 action

Rank 1: This power has the following statistics:

- Grants Nightvision 60ft
- Grants X-Ray Vision 30ft (inanimate objects and terrain do not block line of sight within this range but still block line of effect, invisible characters are revealed)
- Melee damage bonus: +1
- Can increase speed by 5 ft base speed
- **Cost:** 2 +1 for each 5 ft increase to speed.

Rank 2: This power has the following statistics:

- Grants Nightvision 60ft
- Grants X-Ray Vision 30ft (inanimate objects and terrain do not block line of sight within this range but still block line of effect, invisible characters are revealed)
- Melee damage bonus: +1
- Can increase speed by 5 ft or by 10 ft base speed
- **Cost:** 2 +1 for each 5 ft increase to speed.

Rank 3: This power has the following statistics:

- Grants Nightvision 60ft
- Grants X-Ray Vision 30ft (inanimate objects and terrain do not block line of sight within this range but still block line of effect, invisible characters are revealed)
- Melee damage bonus: +2
- Can increase speed by 5 ft or by 10 ft base speed
- Increase the critical threat range of all ranged weapon by +1 while this power is active.
- **Cost:** 3 +1 for each 5 ft increase to speed.

Rank 4: This power gains one of the following upgrades:

Power Recharge:

- Decrease cooldown of all powers by 1 while this power is active.
- Increase cost by 1 tech point.

Weapon Accuracy:

- Increase the critical threat range of all ranged weapon by another +1 while this power is active.
- Gain a +1 attack bonus while this power is active.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Power Damage:

- Powers that deal damage have their damage increased by +1d6 while *Hunter Mode* is active.
- Increase cost by 1 tech point.

Rate of Fire:

- Increase weapon's RoF by 1 while this power is active.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Speed & Vision:

- Speed increase can now go up to 15ft.
- Increase all of the power's vision modes by +30ft.
- Increase cost by 1 tech point.

Damage:

- Increase the critical multiplier for all ranged weapons by 1 while this power is active.
- Increase cost by 1 tech point.

Incinerate

Launch a blast of high-explosive plasma towards a target.

Prerequisite: Electronics 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Effect: A high-explosive plasma round fired from the user's omni-tool that inflicts damage over time to the target and those near it. Burning duration lasts a number of actions equal to this power's rank.

The character must succeed on a ranged touch attack to affect the target. Affected creatures can put out the flames normally by spending one action (they do not take damage during the action they spend putting out the flames)

If this power is used to kill frozen targets, the target explodes and any adjacent creature is immediately frozen for 1 action.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Rank 1: This power has the following statistics:

- Damage dealt: 2d8 + 1d8 per action while in flames.
- Damage dealt to Plating: +50%.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Damage dealt: 2d8 + 1d8 per action while in flames.
- Damage dealt to Plating: +50%.
- Cooldown reduced to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Damage dealt: 3d8 + 1d8 per action while in flames.
- Damage dealt to Plating: +50%.
- Cooldown reduced to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d8.
- Increase cost by 1 tech point.

Radius:

- This power now affects any creature adjacent to the target.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Burning Damage:

- Increase damage taken for each action spend while burning by 1d8.
- Increase cost by 1 tech point.

Recharge Speed:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Freeze Combo:

- Frozen or chilled targets take double damage from this power.
- Increase cost by 1 tech point.

Armor Damage:

- This power now deals 100% damage to Plating instead of 50%.
- Increase cost by 1 tech point.

Invasion

Infects opponents with an invasive VI controlled machine swarm that weakens defenses.

Prerequisite: Damping 5 ranks, Decryption 5 ranks, Hacking 5 ranks

Target: Area

Activation: 1 action

Range: Target area must be up to 60 ft away.

Effect: This infects the armor and weapons of creatures in the area. The virus affects disrupts weapon's targeting systems and counteracts the armor's shield generators.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 8 actions

Rank 1: This power has the following statistics:

- Affected creatures have their Shield HP DR reduced by 1. If this would bring their Shield HP DR below 0, then they suffer an additional damage, from any source and shot that damages their Shield HP, equal to the negative amount of the Shield HP DR.
- Affected creatures suffer a -1 penalty to attack when using pistols, submachine guns, shotguns, assault rifles, sniper rifles and a -1 penalty to all Heavy Weapons checks when using heavy weapons.
- Area radius: 10 ft.
- Effect lasts for 5 actions.
- **Cost:** 4 tech points to activate.

Rank 2: This power has the following statistics:

- Affected creatures have their Shield HP DR reduced by 1. If this would bring their Shield HP DR below 0, then they suffer an additional damage, from any source and shot that damages their Shield HP, equal to the negative amount of the Shield HP DR.
- Affected creatures suffer a -1 penalty to attack when using pistols, submachine guns, shotguns, assault rifles, sniper rifles and a -1 penalty to all Heavy Weapons checks when using heavy weapons.
- Area radius: 10 ft.
- Effect lasts for 5 actions.

- Cooldown is reduced to 7 actions.
- **Cost:** 4 tech points to activate.

Rank 3: This power has the following statistics:

- Affected creatures have their Shield HP DR reduced by 1. If this would bring their Shield HP DR below 0, then they suffer an additional damage, from any source and shot that damages their Shield HP, equal to the negative amount of the Shield HP DR.
- Affected creatures suffer a -1 penalty to attack when using pistols, submachine guns, shotguns, assault rifles, sniper rifles and a -1 penalty to all Heavy Weapons checks when using heavy weapons.
- Area radius: 15 ft.
- Effect lasts for 7 actions.
- Cooldown is reduced to 7 actions.
- **Cost:** 5 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 2 actions.
- Increase cost by 1 tech point.

Outbreak:

- Increases area radius by +10 ft.
- Increases duration by 1 action.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Epidemic:

- Increases area radius by +15 ft.
- Increases duration by 1 action.
- Increases cost by 2 tech points.

Weaken:

- Increases the penalty to attack rolls and Heavy Weapons checks to -2
- Affected creatures also suffer a -2 penalty to Fortitude and Reflex saves.
- Increases cost by 1 tech points.

Rank 6: This power gains one of the following upgrades:

Virulence:

- Increases the Shield HP DR reduction to 2.
- Increases cost by 2 tech points

Sabotage:

- Affected creatures suffer a -1 penalty on all damage rolls made with pistols, submachine guns, assault rifles, shotguns, sniper rifles and heavy weapons (not multiplied on a critical hit)
- Increases cost by 2 tech points.

Neural Shock

Paralyze target organic creature.

Prerequisite: Medicine 5 ranks, Knowledge (biology) 5 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Effect: *Neural Shock* paralyzes organic enemies for a brief amount of time. The target can make a Fortitude save to resist the effect when it hits. Failing this save paralyzes the target but every action he remains paralyzed he can attempt a Fortitude save to break the effect of this power.

The character must succeed on a ranged touch attack to affect the target. Targets under this power's effect cannot be targeted again while under this power's effect. Targets with Shields or Plating gain a +5 bonus on the save.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Save: Will save to initially resist, Will save to break the effects. DC equals 10 + Medicine ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Duration of paralysis: 1 action.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Duration of paralysis: 1 action.
- Cooldown reduced to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Duration of paralysis: 2 actions.
- Cooldown reduced to 3 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase paralysis duration by 1 action.
- Increase cost by 1 tech point.

Radius:

- This power now affects enemies adjacent to the target.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Lingering Shock:

- Affected creatures become shaken for 2 actions after this power's effects end.
- Increase cost by 1 tech point.

Recharge Speed:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Improved Duration:

- Increase paralysis duration by 1 action.
- Increase cost by 1 tech point.

Brain Damage:

- Affected creatures receive a -1 penalty to Defense, attack rolls, saving throws, skill checks and ability checks. This penalty is recovered once they make a successful rest.
- Increase cost by 1 tech point.

Overload

Make a system overload to shut it down or burn it

Prerequisite: Electronics 2 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away.

Effect: *Overload* blasts enemies and shuts down an enemy's shields, rendering them vulnerable to attack. Affected synthetics or mechs are stunned for a brief period of time. Effects vary with rank. Affected creatures can attempt a save to negate the stunning effect. It can also be used on explosive containers to make them detonate more violently dealing 50% more damage than they usually would do.

This power deals double damage to shields but little to unprotected organics. It doesn't deal extra damage to barrier. No ranged touch attack is required.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions

Save: Will save negates the stun effect. DC equals 10 + Electronics ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Damage done to Shields HP, synthetics and mechs: 2d6.
- Damage done to organics 1d6.
- Stunning duration: 1 action.
- **Cost:** 1 tech point to activate.

Rank 2: This power has the following statistics:

- Damage done to Shields HP, synthetics and mechs: 3d6.
- Damage done to organics 1d6.
- Stunning duration: 1 action.
- Cooldown reduced to 2 actions.
- **Cost:** 1 tech point to activate.

Rank 3: This power has the following statistics:

- Damage done to Shields HP, synthetics and mechs: 4d6.
- Damage done to organics 1d8.
- Stunning duration: 1 action.
- Cooldown reduced to 2 actions.
- **Cost:** 2 tech point to activate.

Rank 4: This power gains one of the following upgrades:

Chain Overload:

- Hit one additional creature within 15 ft of the target.

Damage:

- Increase damage to Shields HP, synthetics and mechs by 6d6.

Rank 5: This power gains one of the following upgrades:

Mind Shock:

- Organic creatures affected by this power must now save to avoid the stunning effect.
- Increase cost by 1 tech point.

Stunning Synergy:

- Increase stun duration by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Chain Overload:

- Hit one additional creature within 15 ft of the target.
- Increase cost by 1 tech point.

Shield Damage:

- Increase damage done to Shield HP, synthetics and mechs by 2d6.
- Increase cost by 1 tech point.

Proximity Mine

Deploy a tech-mine that explodes into flames when enemies are near.

Prerequisite: Electronics 5 ranks

Target: Creatures in area

Activation: 1 action

Range: Target area up to 60 ft away.

Effect: The character is capable of placing a mine of highly explosive plasma on a target area. Anyone, identified as enemy by the character's IFF, passing the through the squares triggers it, making it explode in a larger area and damaging everyone in that area. Creatures affected can attempt a save to halve the damage.

Only 3 Proximity Mines can be placed by the same character at the same time. They last 1 minute when not triggered. If the character doesn't have enough tech points upon the time when the mine would be activated, then the mine doesn't trigger at all, remaining in place until it is triggered again and there are enough tech points for it to activate.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 2 actions

Save: Reflex save halves damage. DC equals 10 + Electronics ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Area radius that triggers the mine: 5 ft.
- Damage: 3d8.
- Blast Radius: 10 ft.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Area radius that triggers the mine: 5 ft.
- Damage: 3d8.
- Blast Radius: 10 ft.
- Cooldown reduced to 1 action.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Area radius that triggers the mine: 5 ft.
- Damage: 4d8.
- Blast Radius: 10 ft.
- Cooldown reduced to 1 action.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage by 1d8.

Blast Radius:

- Increase blast area radius by 5 ft.

Rank 5: This power gains one of the following upgrades:

Fast Blast:

- Increase the save DC by 1.
- Increase cost by 1 tech point.

Slow:

- Those that fail the save have their speed reduced by 10 ft for 6 actions.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Damage:

- Increase damage by 2d8.
- Increase cost by 1 tech point.

Trigger Area & Blast Radius:

- Increase the radius of the area that triggers the mine by 5 ft.
- Increase blast area radius by 5 ft.
- Increase cost by 1 tech point.

Sabotage

Overheat the target's weapons or an explosive container.

Prerequisite: Decryption 3 ranks

Target: One target

Activation: 1 action

Range: Target must be up to 60 ft away

Effect: *Sabotage* is used to stop an enemy from firing at you by overheating the target's weapons. This only overheats the weapon being used, so if the target has other weapons he can still switch and use them. Certain enemies, however, especially synthetics and mechs, have little variety in firepower. For creatures wielding more than 1 weapon, the character must select which weapon this power affects. The target can save to avoid this power's effects.

Affected targets can spend 1 full round (in which they cannot take damage or the attempt is ruined) and make an Electronics check with a DC equal to save DC to reboot the systems of their weapons to remove the effects of this power.

The character must succeed on a ranged touch attack to affect the target. Like *Overload*, this power can be used on explosive containers to make them detonate more violently dealing 50% more damage than they usually would do.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Will save negates. DC equals 10 + Decryption ranks divided by 2 + Int modifier.

Cooldown: 4 actions

Rank 1: This power has the following statistics:

- Duration: 1 action.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Duration: 1 action.
- Cooldown reduced to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Duration: 2 actions.
- Cooldown reduced to 3 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration by 1 action.
- Increase cost by 1 tech point.

Radius:

- This power now affects enemies adjacent to the target.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Full Sabotage:

- This power now affects all of the target's weapons.
- Reduce duration by 1 action.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Damage:

- This power now deals 3d6 points of damage to Shield HP, synthetics and mechs.
- Increase cost by 1 tech point.

Improved Duration:

- Increase duration by 1 action.
- Increase cost by 1 tech point

Sentry Turret

Deploy a small turret that attacks enemies.

Prerequisite: Electronics 5 ranks, Engineer class or Quarian Machinist class.

Activation: 1 action

Range: Turret must be placed at up to 20 ft away

Effect: This power allows the character to send a small device that floats 3 ft in the air turns itself into a turret. This turret fires blasts of energy against an enemy within range, at a rate of 1 blast per action. Like a *Combat Drone*, the turret also possesses 2 actions, however it cannot move so it can spend its two actions attacking.

The character must deploy the turret in a square up to 20 ft away. Also like the *Combat Drone*, it cannot be at a distance higher than 100 ft from the character. Since it cannot move, if the character moves more than 100 ft from the turret, the *Sentry Turret* is destroyed.

The turret lasts until destroyed, until the end of the encounter or until the character deploys another.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Rank 1: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 30 Shield HP.
- Turret has an attack range of 50 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d8+1 damage per attack.
- **Cost:** 1 tech points to activate.

Rank 2: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 35 Shield HP.
- Turret has an attack range of 50 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d8+1 damage per attack.
- Reduce cooldown to 3 actions.
- **Cost:** 1 tech points to activate.

Rank 3: This power has the following statistics:

- Turret has a Defense of 10.

- Turret has 40 Shield HP.
- Turret has an attack range of 50 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 2d8+2 damage per attack.
- Reduce cooldown to 3 actions.
- **Cost:** 2 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Shield & Damage:

- Increase turret's shields by 10.
- Increase turret damage by 1d8+1.
- Turret's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Shock:

- Turret's attack now daze the target for 1 action.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Cryo Ammo:

- Turret's attack is upgraded with cryo ammo, giving its attack a 30% chance of freezing the target, for 1 action, with a successful attack.
- Increase cost by 1 tech point.

Armor-Piercing Ammo:

- Turret's attack is upgraded with armor-piercing ammo, dealing extra 2d8 points of damage against Plating.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Rockets:

- The turret's attacks become rocket-like attack.
- Increase turret's attack range by 20 ft.
- Increase turret damage by 1d8+1.
- Damage is also dealt to any creature adjacent to the target.
- Turret's attack is increased by Int modifier × 1.
- Increase cost by 1 tech point.

Flamethrower:

- Turret is upgrades with a close-range flamethrower.
- This flamethrower has a range of only 20 ft.
- This flamethrower attacks in a line, affecting all creatures in it, and does not need to make an attack roll against the targets' Defense
- Creatures affected by the flamethrower catch fire, and can put out the flames normally with one action
- The flamethrower deals 4d6 points of damage.
- Creatures in flames take 1d6 damage per action.
- Increase cost by 1 tech point.

Shield Block

A shimmering field appears in the palm of your hand, emitting a deflector shield.

Prerequisite: Electronics 3 ranks, Proficiency with Medium Armor

Target: Self (D)

Activation: 1 action

Maintenance: Equal to cost

Effect: This power generates a small but powerful deflector shield that provides some cover or pushes someone back. Sustaining this ability does not count as a hostile action and it does not provoke AoO. However, it increases the cooldown of other abilities and powers, for as long as this power is active.

The character may perform melee attacks when using this power, which gain a bonus to damage and can knockback targets. Affected targets can save to resist the knockback effect.

Shield block lasts until dismissed. Using this power makes it impossible to recover any Shield HP, in any way, until the power is dismissed.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions after dismissal.

Save: Fortitude save negates knockback effect. DC equals 10 + Electronics ranks divided by 2 + Int modifier.

Note: This power can only be used while armed with an Enforcer Gauntlet. Using this power usually occupies one hand in order to sustain it, meaning that when using this power the character is unable to perform tasks that require two hands and can only wield a melee weapon, a pistol or a sub-machinegun.

Rank 1: This power has the following statistics:

- Character gains +1 cover bonus for the duration of this power.
- Melee bonus damage: +1d6. This damage is multiplied on critical hits.
- On a successful melee strike: 5 ft knockback.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Power occupies one hand in order to be activated and sustained.
- **Cost:** 2 Tech Points

Rank 2: This power has the following statistics:

- Character gains +2 cover bonus for the duration of this power.
- Melee bonus damage: +1d6. This damage is multiplied on critical hits.
- On a successful melee strike: 5 ft knockback.
- Cooldown of other powers is increased by

2 actions. This includes the following abilities as well: First Aid and Shield Boost.

- Power occupies one hand in order to be activated and sustained.
- **Cost:** 2 Tech Points

Rank 3: This power has the following statistics:

- Character gains +2 cover bonus for the duration of this power.
- Melee bonus damage: +2d6. Damage is multiplied on critical hits.
- On a successful melee strike: 5 ft knockback.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Power occupies one hand in order to be activated and sustained.
- **Cost:** 3 Tech Points

Rank 4: This power gains one of the following upgrades:

Resilient:

- Increase Cover bonus, provided by this power, by 1.
- Increase Shield DR by 1
- Increase Tech Point Cost by 1

Unobstructive:

- Cooldown penalty reduced by 1
- Power no longer occupies one hand to be activated or sustained.
- Increase Tech Point Cost by 1

Rank 5: This power gains one of the following upgrades:

Advanced Protection:

- Increase Cover bonus, provided by this power, by 1.
- Increase Shield DR by 1

Repulsive:

- Melee bonus damage increases to +2d8. This damage is multiplied on critical hits.
- On a successful melee strike: 10 ft knockback.

Rank 6: This power gains one of the following upgrades:

Regenerative:

- While this power is active, the repulsion field takes less of a toll on the armor's systems and diverts power to shields to slowly regenerate the character's shields at the rate of 1 point per action.
- Increase Tech Point Cost by 1

Extended Guard:

- If the character is occupying a square where they are adjacent to a creature targeted by weapons fire or a power, the character may choose to incur a -2 penalty to his Defense until the start of their next turn to provide a +2 bonus to that creature's Defense. This counts as a reaction ability, thus this ability cannot be used more than once per round, but it can be used even if it is not the character's turn.
- Increase cost by 1 Tech point.

Submission Net

Entangle enemies in an electrified net.

Prerequisite: Electronics 8 ranks, Knowledge (physics) 4 ranks, Batarian race, Sentinel class

Target: One Target

Activation: 1 action

Range: Target must be up to 60 feet away

Effect: This Power causes an enemy to be completely immovable by an electrified net that attaches to the closest plain surface, either a wall or ground. Armored targets take damage over time. Targets without Plating HP are instead held immovable for short duration, becoming unable to perform any actions except trying to break free (see below). While in *Submission Net*, targets that are affected by this power's immovable feature cannot be moved by powers and abilities that force the target to move do not work.

The target can save to negate this power's effects. Once caught, the target can spend 1 action to Strength check against the Net to escape it (net's Strength check bonus equals Int modifier + this power's rank). For each additional action spent inside the net, the target gains a +1 bonus on the Strength check.

The character must succeed on a ranged touch attack to affect the target. However, the net travels somewhat slower than most projectiles so targets gain double movement bonus to Defense. In case the power failed, either by missing the ranged touch attack or a successful save, the net falls in a random square adjacent to the target and remains there for a maximum number of rounds equal to this power's rank. If an enemy walks into the square occupied by it, the Net springs and its effects occur normally (though in such occasion no ranged touch attack is required). The net, however, is visible so enemies can see it even when it is simply waiting for a foe to activate it.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 4 actions

Save: Reflex save negates. DC equals 10 + Electronics ranks divided by 2 + Int mod.

Note: Only one *Submission Net* can exist at each time. If you use this power again while one Submission Net is active, that Submission Net dissipates. If someone tries to grapple the target affected by the *Submission Net*, that character is automatically affected by the Net for the remaining of this power's duration (no save allowed and no attack roll is necessary).

Rank 1: This power has the following statistics:

- Targets without Plating HP remain immovable for 2 actions.

- Damage dealt if target has Plating HP: 1d8 per action during 3 actions
- **Cost:** 3 Tech points to activate.

Rank 2: This power has the following statistics:

- Targets without Plating HP remain immovable for 2 actions.
- Damage dealt if target has Plating HP: 1d8 per action during 3 actions
- Cooldown reduced to 3 actions.
- **Cost:** 3 Tech points to activate.

Rank 3: This power has the following statistics:

- Targets without Plating HP remain immovable 3 actions.
- Damage dealt if target has Plating HP: 1d10 per action during 4 actions.
- Cooldown reduced to 3 actions.
- **Cost:** 4 Tech points to activate.

Rank 4: This power gains one of the following upgrades:

Damage:

- Damage dealt if target has Plating changed to 2d6 per action during 5 actions.
- Increases cost by 1 Tech point.

Duration:

- Increase immovable duration by 1 action.
- Increases cost by 1 Tech point.

Rank 5: This power gains one of the following upgrades:

Damage and Slow:

- Damage dealt if target has Plating changed to 2d8 per action and that target moves at half speed for the duration of this power.
- Increases cost by 1 Tech point.

Recharge Time:

- Reduce power cooldown by 1 action.
- Increase cost by 1 Tech point.

Rank 6: This power gains one of the following upgrades:

Shield and Barrier:

- Damage dealt if target has Plating HP increases by 50% against Shield HP. If the target has a *Barrier* the damage also increases by 50% but does not stack with the increased damage to Shield HP caused by this rank.
- Increase cost by 1 Tech point.

Electric Field:

- The electrified net now also deals 1d6 damage per action to all creatures in a 20 ft radius for the duration of this power.
- Increase cost by 1 Tech point.

Tactical Cloak

Become invisible for a short period of time.

Prerequisite: Electronics 4 ranks, Infiltrator class or Turian Agent class

Target: Self (D)

Activation: 1 action

Effect: *Tactical Cloak* is a tech power available to Infiltrators or Turian Agents. When activated, it instantly renders the character almost invisible to all enemies and optic senses, making targets flat-footed against his attacks.

The character gains a +10 bonus to Hide checks, and while under this powers effects he must make that check only once (making this check requires no action). Likewise, other characters can attempt Spot checks to determine if they see the character (these Spot checks are made normally, so they usually consume 1 action unless the GM determines otherwise). The character can still be felt or even heard. Also, powers or weapons that seek nearby characters can still seek the character under the effect of the *Tactical Cloak*.

However, while under the influence of this power, the character cannot use any ability or power that allows him to regenerate shields or HP. Using Tech powers while the cloak is in effect removes the *Tactical Cloak*. The cloak is also removed if the character makes an attack, uses any kind of power that targets others than the character itself (so the character can activate, for example, a *Barrier* or an Ammo Power), reloads a weapon, charges a Heavy Weapon or makes any offensive action (the cloak only disappears after the attack, after the power is used, after the weapon is reload or after the Heavy Weapon is charged, unless this power has a smaller duration than the time it takes to charge the Heavy Weapon in which case it ends first).

Besides making the character invisible, the cloak also provides a damage bonus to shots made in the attack action that broke the cloak.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions after the cloak is removed.

Rank 1: This power has the following statistics:

- Duration: 4 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Melee damage bonus: +1d4.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Duration: 4 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Melee damage bonus: +1d4.
- Reduce cooldown to 2 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Duration: 5 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Melee damage bonus: +1d6.
- Reduce cooldown to 2 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Duration:

- Increase duration by 2 actions.
- Increase cost by 1 tech point.

Damage:

- Increase bonus damage to shots by +1 or by +1d6 with sniper rifles.
- Increase melee damage bonus by +1d6.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Recharge Speed:

- Reduce cooldown by 1 action.
- Increase cost by 1 tech point.

Melee Damage:

- Melee damage bonus becomes d8 instead of d6 and the melee attack that breaks the cloak has its critical threat range increased by 1.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Bonus Power:

- The character can use one power without breaking the cloak. Using a second, while the cloak lasts, breaks it.
- Increase cost by 1 tech point.

Sniper Damage:

- Increase the critical threat range of sniper rifles, wielded by the character while cloaked, by 1.
- Increase cost by 1 tech point.

Tactical Scan

Reveal weaknesses in defenses, increasing all damage done to the target and slowing its movement speed.

Prerequisite: Decryption 8 ranks, Damping 8 ranks, Electronics 8 ranks, Hacking 8 ranks, Quarian race

Target: One target

Range: Target up to 60 ft

Activation: 1 full-round action

Effect: This power surrounds the enemy with a visible red holographic field. This field constantly provides information about the enemy to the characters omni-tool, allowing him to see how the target is moving and the target's distance from the omni-tool. In addition, the holographic field slows the enemy down and provides information of weak points, in the target's defense and movement, to anyone that attacks the target.

The character must succeed on a ranged touch attack to affect the target. Each target can only have one *Tactical Scan* applied to him at any given time. This power cannot be used on Thresher Maws.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 2 actions

Save: Will save negates this power. DC equals 10 + Hacking ranks divided by 2 + Int mod.

Rank 1: This power has the following statistics:

- Target has its speed reduced by 5 ft.
- Target takes 1d4 points of damage from each power that deals direct damage uses against him.
- Attacks made against the target have their critical threat range increased by 1.
- Duration: 6 actions
- **Cost:** 5 Tech points.

Rank 2: This power has the following statistics:

- Target has its speed reduced by 5 ft.
- Target takes 1d4 points of damage from each power that deals direct damage uses against him.
- Attacks made against the target have their critical threat range increased by 1.
- Cooldown reduced to 1 action.
- Duration: 6 actions
- **Cost:** 5 Tech points.

Rank 3: This power has the following statistics:

- Target has its speed reduced by 5 ft.
- Target takes 1d4 points of damage from each power that deals direct damage uses against him.
- Attacks made against the target have their critical threat range increased by 1.
- Cooldown reduced to 1 action.
- Duration: 9 actions
- **Cost:** 6 Tech points.

Rank 4: This power gains one of the following upgrades:

Weapon Damage:

- Attacks made against the target deal +1 point of damage per shot or per melee attack.
- Increase cost by 1 tech point.

Power Damage:

- Target takes an additional +1d6 points of damage from each power that deals direct damage uses against him.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Headshots:

- Critical hits against the target now have their critical multiplier increased by 1.
- Increase cost by 2 tech point.

Movement Speed:

- Target has its speed reduced by another 5 ft.
- Increase cost by 2 tech point.

Rank 6: This power gains one of the following upgrades:

Damage:

- Target takes an additional +1d4 points of damage from each power that deals direct damage uses against him.
- Attacks made against the target have their critical threat range increased by an additional +1.
- Increase cost by 1 tech point.

Area Scan:

- Duration of this power is increased by 6 actions.
- This power now affects enemies up to 10-ft away from the initial target. For each enemy, more Tech points must be paid and the enemies can save to negate this power's effects.
- Increase cost by 1 tech point.

Team Support

Improves defenses and support for the whole squad through kinetic barrier generator and hardsuit enhancements.

Prerequisite: Decryption 4 ranks, Electronics 4 ranks, Knowledge (technology) 4 ranks, Knowledge (tactics) 2 ranks, Repair 4 ranks

Target: All allies within 30 ft of the character, when the power is activated (D)

Activation: 1 action.

Maintenance: Equals power cost.

Effect: This passive power enhances the armor and shields of allies with the use of powerful combat-support VIs. To gain the benefits of this power, allies must be within 30 ft of the character. Once the power is activated, they retain the bonuses provided they don't move more than 100 ft away from the character. This power affects the character as well. When this power is dismissed, the characters lose a number of Shield HP equal to the amount gained, if possible.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions. Cooldown is also applies after this power is dismissed.

Rank 1: This power has the following statistics:

- Increases Shield HP of allies by an amount equal to 2× the character's Intelligence modifier.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Increases Shield HP of allies by an amount equal to 2× the character's Intelligence modifier.
- Allies gain Shield HP regeneration of 1 point per action.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Increases Shield HP of allies by an amount equal to 3× the character's Intelligence modifier.
- Allies gain Shield HP regeneration of 1 point per action.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Squad Regeneration:

- While this power is active, whenever the character uses the First Aid skill, he or she can heal one additional character within range, using the same Medi-Gel kit (both are healed the same amount).
- Increase cost by 1 tech point.

Deflective Shields:

- While this power is active, allies gain +1 bonus to Defense.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Team Shielding:

- Increases ally Shield HP by an additional amount equal to 2× Intelligence modifier.
- Increases ally Shield HP regeneration by 1.
- Increases cost by 2 tech points.

Tactical Revival:

- While this power is active, whenever an ally within range of the character's First Aid Dispenser falls to 0 or less HP, the character can choose to immediately spend 1 Medi-Gel and use the First Aid skill on that character (only one character can be healed this way each round). If the amount healed is enough to keep the ally above 0 HP, the ally never falls unconscious.
- Increases cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Defense Grid:

- Allies gain Shield HP DR 1.
- Increase cost by 2 tech points.

Life Support:

- Allies without Shield HP gain regeneration equal to the Intelligence modifier of the character, as long as the character has at least 1 Medi-Gel kit.
- Increase cost by 2 tech points.

Tech Armor

Create a protective armor around yourself.

Prerequisite: Electronics 3 ranks, Sentinel class

Target: Self (D)

Activation: 1 action

Maintenance: Equals power cost.

Effect: This power generates an energy armor suit that boosts the user's shields. When the character's Shields HP reach 0, this armor is destroyed and sends out a pulse of energy, damaging nearby enemies, knocking down those without shields or Plating. This power's major drawback is that increases the cooldown of other powers and abilities while it is in place. *Tech Armor* lasts until dismissed or destroyed.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Cooldown: 3 actions after tech armor is removed or destroyed.

Save: Fortitude save negates knockdown effect. DC equals 10 + Electronics ranks divided by 2 + Int modifier.

Rank 1: This power has the following statistics:

- Character's armor base Shield HP is increased by 30%.
- Character's shields gain DR 1 that applies only while the character has Shields. It stacks with other forms of DR the character might have to his/her shields.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Explosion Radius: 10 ft.
- Explosion Damage: 2d6
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Character's armor shields are increased by 30%.
- Character's shields gain DR 1 that applies only while the character has Shields. It stacks with other forms of DR the character might have to his/her shields.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Explosion Radius: 10 ft.
- Explosion Damage: 2d6
- Reduce cooldown of this power to 2 actions.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Character's armor shields are increased by 30%.
- Character's shields gain DR 1 that applies only while the character has Shields. It stacks with other forms of DR the character might have to his/her shields.
- Cooldown of other powers is increased by 2 actions. This includes the following abilities as well: First Aid and Shield Boost.
- Explosion Radius: 15 ft.
- Explosion Damage: 3d6
- Reduce cooldown of this power to 2 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power gains one of the following upgrades:

Damage & Radius:

- Increase explosion radius by 5 ft.
- Increase explosion damage by 1d6.
- Increase cost by 1 tech point.

Durability:

- Bonus to character Shield HP is increased by 10%.
- Increase cost by 1 tech point.

Rank 5: This power gains one of the following upgrades:

Improved Durability:

- Bonus to character Shield HP is increased by 10%.

Melee Damage:

- Melee attacks made while this power is active deal extra +50% damage.

Rank 6: This power gains one of the following upgrades:

Power Recharge:

- The cooldown increase of other powers is reduced by 1 action.
- Increase cost by 1 tech point.

Stronger Hologram:

- Increase DR provided by this power by 1.
- Increase cost by 1 tech point.

Ammo Specialization

Ammo types can make a huge difference during a combat. Some enemies are weaker against a specific ammo type while others may be more resistant to one. Some hinder targets in amazing ways while others deal massive amounts of damage. The following pages provide information on the existing ammo types as well as the bonuses each rank grants.

Characters that wish increase their firepower or be more effective with ammo-based weapons should choose carefully the type of ammo in which to advance.

Ranks in Ammo powers are only gained by spending Combat Specializations, Biotic Specializations or Tech Specializations. One of such specializations increases the rank of a single Ammo power by 1.

Characters may start with proficiency in some ammo types (or even in none) but they are considered to have 0 ranks in all Ammo powers. Those characters are then free to apply the Specializations they gain into an ammo type they are proficient with, increasing the power's ranks. Until the 1st rank in an Ammo power is gained, that ammo cannot be used. Characters can take the Ammo Proficiency feat to gain proficiencies with certain types of ammo.

One action is required to activate, deactivate or alter an Ammo power. A weapon can only have one Ammo power active but it remains active until deactivated or altered. If the character changes weapons or drops the weapon that has the power active, that weapon loses the Ammo power and the character must activate it once more.

The benefits of Ammo powers apply to a weapon's shot, stacking with them. So if a character is using an M-15 Vindicator with the Incendiary Ammo rank 1, the weapon deals its damage plus the effects of that rank with each successful shot.

In order to gain a rank in an Ammo power, the character must have an equal number of HDs. For example, if a character wants to increase his Cryo Ammo power to rank 4, before gaining that rank he must have 4 HDs.

Certain ammo powers allow you to grant benefits to a specific number of allies. Those benefits must be granted whenever the power is activated. To change the recipient of the power's benefits, the power must be activated again.

The following pages provide information about each power. In the table below is also a list and short description of each power.

Armor-Piercing Ammo

Alter your weapon's ammo to deal extra damage against armor and to shoot through light cover.

Effect: This power imbues the shots with armor-piercing capabilities, dealing extra damage against armor and unprotected targets and gaining the ability to shoot through light cover, thus negating the benefits of cover (this extra damage is multiplied on a critical hit). However, the weapon becomes less effective against Shield HP dealing less damage (this damage is not multiplied on a critical hit).

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Note: if the bullet is shot through multiple objects, add each object's thickness to determine if the bullet can penetrate them all. Example: if in the path of the bullet there are three 1 ft wall, a character with only the rank 1 of this power cannot attack through all of them. Also, firing a weapon with this ammo power within a city may be problematic as missed attacks can still travel through the wall and hit other creatures, which can easily increase the casualty count.

Rank 1: This power has the following statistics:

- Deals 1 extra damage against Plating and unprotected targets.
- Deal 2 less damage against Shields.
- Can shoot through objects totaling 1 ft thick (most walls are no more than 1 ft thick).

***Rank 2*:** This power has the following statistics:

- Deals 1 extra damage against Plating and unprotected targets.
- Deal 2 less damage against Shields.
- Can shoot through objects totaling 2 ft thick (most walls are no more than 1 ft thick).

***Rank 3*:** This power has the following statistics:

- Deals 2 extra damage against Plating and unprotected targets.
- Deal 2 less damage against Shields.
- Can shoot through objects totaling 2 ft thick (most walls are no more than 1 ft thick).

***Rank 4*:** This power gains one of the following upgrades:

Force:

- Increase thickness it can penetrate by 1 ft.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Armor-Piercing* rank, replacing any ammo power they have active.

Ammo Powers	Description	1st rank Skill Requirement
Armor-Piercing Ammo	Shots deal extra damage to Plating, but less to Shield HP, ignores obstacles	Armor-Piercing Ammo proficiency
Chemical Ammo	Shots deal continuous damage for a short duration	Chemical Ammo proficiency
Cryo Ammo	Shots have a chance to freeze or chill the target	Cryo Ammo proficiency
Disruptor Amo	Shots deal extra damage to Shield HP, mechs and synthetics	Disruptor Ammo proficiency
Incendiary Ammo	Shots deal extra damage to Plating, can set target on fire	Incendiary Ammo proficiency
Shredder Ammo	Shots deal extra damage to unprotected targets	Shredder Ammo proficiency
Warp Ammo	Shots deal extra damage	Warp Ammo proficiency

***Rank 5*:** This power gains one of the following upgrades:

Force:

- Increase thickness it can penetrate by 1 ft.

Damage:

- Increase bonus damage by 1.

***Rank 6*:** This power gains one of the following upgrades:

Damage Synergy:

- Reduce penalty to damage against Shields to -1.

Pierce:

- Increase the thickness it can penetrate by 1 ft.

Chemical Ammo

Your shots are filled with chemical poison and small amounts of radiation to deal continuous damage.

Effect: This power makes the weapon's shots release a radioactive poison that deals damage to the creature over a short period of time. This can only affect unprotected organics and the damage is not multiplied on a critical hit (on a hit that manages to deal damage to the target's normal HP, this power enters in effect). Additional shots do not stack but reset the duration.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Character takes 1d3 point of damage per action.
- This power lasts for 2 actions.

Rank 2: This power has the following statistics:

- Character takes 1d4 point of damage per action.
- This power lasts for 2 actions.

Rank 3: This power has the following statistics:

- Character takes 1d4 point of damage per action.
- This power lasts for 3 actions.

Rank 4: This power gains one of the following upgrades:

Acidic:

- This Ammo power now deals its damage against Plating HP but only if the target has no Shield HP.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Chemical Ammo* rank, replacing any ammo power they have active.

Rank 5: This power gains one of the following upgrades:

Damage:

- Increase damage dealt by +1.

Chemical Burn:

- Critical hits where this power deals damage also deal 1 point of Constitution damage.

Rank 6: This power gains one of the following upgrades:

Duration:

- Increase duration by 1 action.

Damage:

- Increase damage dealt by +1.

Cryo Ammo

Flash freeze and shatter unprotected enemies.

Effect: This power imbues the shots with a chance of freezing or chilling targets with no Shield HP or Plating on successful attacks. The affected targets can save to avoid the freezing effect, but those that make a successful save are chilled instead. On a critical hit, targets do not get a save. If the last action a frozen target made was to move, he falls on the ground prone as soon as he is frozen.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Note: This power's duration doesn't stack, so attacking a frozen target with this power won't increase the freeze duration. The same applies to chill duration, only chilled targets must still save to avoid becoming frozen for the remaining of this power's duration.

Save: Fortitude save negates. DC equals 14 + character's HD.

Rank 1: This power has the following statistics:

- Chance: 10% + 3% per successful shot of that action.
- Chilled movement speed reduction: 5 ft.
- Duration: 1 action.

Rank 2: This power has the following statistics:

- Chance: 20% + 3% per successful shot of that action.
- Chilled movement speed reduction: 5 ft.
- Duration: 1 action.

Rank 3: This power has the following statistics:

- Chance: 20% + 3% per successful shot of that action.
- Chilled movement speed reduction: 5 ft.
- Duration: 2 actions.

Rank 4: This power gains one of the following upgrades:

Chance:

- Increase freeze chance by 15%.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Cryo Ammo* rank, replacing any ammo power they have active.

Rank 5: This power gains one of the following upgrades:

Duration:

- Increase duration by 1 action.

Headshots:

- Critical hits made against frozen targets, while this power is active, have the critical multiplier increased by 1.

Rank 6: This power gains one of the following upgrades:

Freeze Chance:

- Increase freeze chance by 15%.
- Increase speed reduction by 5 ft.

Damage Combo:

- Creatures frozen or chilled by this power have their armor DR reduced by 1.
- Characters with Plating take 1 additional damage per shot made against them.

Disruptor Ammo

Empower your weapon's shots with an electric field to cause extra damage to shields, synthetics and mechs and to stun targets.

Effect: This power is useful to bring down Shields and kill synthetics/mechs, by dealing additional damage against them (this bonus is multiplied on a critical hit). It can also stun unprotected targets with each shot. Unprotected targets can make a Fortitude save to prevent the stun effect. On a successful critical hit, they gain no save.

The stun duration does not stack with itself, so failing the save multiple times won't increase the duration, even if the target was attacked by different characters with Disruptor Ammo. Synthetics and mechs are not immune to this stun effect.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Fortitude save negates the stun. DC equals 10 + number of successful shots that action.

Rank 1: This power has the following statistics:

- Deals 1 extra damage vs Shield HP and vs synthethics/mechs.
- Stun duration: 1 action.

Rank 2: This power has the following statistics:

- Deals 1 extra damage vs Shield HP and vs synthethics/mechs.
- Stun duration: 1 action.
- Increase save DC by +2.

Rank 3: This power has the following statistics:

- Deals 2 extra damage vs Shield HP and vs synthethics/mechs.
- Stun duration: 1 action.
- Increase save DC by +2.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage bonus by 1.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Disruptor Ammo* rank, replacing any ammo power they have active.

Rank 5: This power gains one of the following upgrades:

Stun:

- Increase save DC by +2.

Headshots:

- While using this power, Critical Hits against stunned targets have the critical multiplier increased by 1.

Rank 6: This power gains one of the following upgrades:

Damage:

- Increase damage bonus by 1.

Improved Stun:

- Increase save DC by +2.

Incendiary Ammo

Empower your weapon's shots with flames that deal extra damage to Plating and set targets on fire.

Effect: This power is useful to bring down Plating, by dealing

additional damage against that protection (this bonus is multiplied on a critical hit). It can also make unprotected targets catch fire with each shot. Unprotected targets can make a Reflex save to prevent catching fire. On a successful critical hit, they gain no save. Creatures can put out the flames normally with one action, taking no damage in that action or any further actions.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Save: Reflex save the catching fire effect. DC equals 10 + number of successful shots that action.

Rank 1: This power has the following statistics:

- Deals 1 extra damage vs Plating.
- Creatures in flames take 1d6 points of damage per action.

Rank 2: This power has the following statistics:

- Deals 1 extra damage vs Plating.
- Creatures in flames take 1d6 points of damage per action.
- Increase save DC by +2.

Rank 3: This power has the following statistics:

- Deals 2 extra damage vs Plating.
- Creatures in flames take 1d6 points of damage per action.

Increase save DC by +2.

Rank 4: This power gains one of the following upgrades:

Damage:

- Increase damage bonus by 1.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Incendiary Ammo* rank, replacing any ammo power they have active.

Rank 5: This power gains one of the following upgrades:

Flaming:

- Increase save DC by +2.

Headshots:

- Critical hits made while using this power, against targets that are on fire, have the critical multiplier increased by 1.

Rank 6: This power gains one of the following upgrades:

Damage:

- Increase damage bonus by 1.

Explosive Burst:

- If this power is used to kill a target already in flames, the target explodes dealing 4d6 points of damage to all within 10 ft.
- Creatures affected by this explosion must make a Reflex save against this power's DC or risk catching fire.

Shredder Ammo

Your shots now break apart upon contact with soft tissue.

Effect: This power makes the weapon's shots deal extra damage against unprotected organics. This bonus damage is multiplied on critical hits.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Deals 1 extra bonus damage.

Rank 2: This power has the following statistics:

- Deals 2 extra bonus damage.

Rank 3: This power has the following statistics:

- Deals 3 extra bonus damage.

Rank 4: This power gains one of the following upgrades:

Shrapnel:

- Weapon's critical threat range is increased by 1 while this power is active.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Shredder Ammo* rank, replacing any ammo power they have active.

Rank 5: This power gains one of the following upgrades:

Bleed:

- Creatures affected by the *Shredder Ammo* now suffer from Bleeding 1 until they are healed 1 HP.

Meat Grinder:

- Critical hits made against unprotected organics, while using this power, receive a +5 bonus to confirm the critical hit.

Rank 6: This power gains one of the following upgrades:

Damage:

- Increase damage by 1.

Grinding Shrapnel:

- Critical hits made against unprotected organics, while using this power, have their critical multiplier increased by 1.

Warp Ammo

Empower your weapon's shots with a biotic field for extra damage.

Effect: This power increases the damage done by the weapon's shots against all types of targets and forms of protection. In addition, it deals extra damage against characters flying in the air due to Biotic powers or due to Lift Grenades and against characters under the effect of Barrier. All forms of extra damage provided by Warp Ammo stack with each other and are multiplied on a critical hit.

In ranks 4, 5 and 6, choose one of two different permanent effects at each rank.

Rank 1: This power has the following statistics:

- Deals 1 extra damage.
- Deals 1 extra damage against targets flying due to Biotic powers, *Cluster Grenades* or *Lift Grenades*.
- Deals 1 extra damage against targets under the effect of *Barrier*.

Rank 2: This power has the following statistics:

- Deals 1 extra damage.
- Deals 2 extra damage against targets flying due to Biotic powers, *Cluster Grenades* or *Lift Grenades*.
- Deals 1 extra damage against targets under the effect of *Barrier*.

Rank 3: This power has the following statistics:

- Deals 1 extra damage.
- Deals 2 extra damage against targets flying due to Biotic powers, *Cluster Grenades* or *Lift Grenades*.
- Deals 2 extra damage against targets under the effect of *Barrier*.

Rank 4: This power has the following statistics:

- Deals 2 extra damage.
- Deals 2 extra damage against targets flying due to Biotic powers or *Lift Grenades*.
- Deals 2 extra damage against targets under the effect of *Barrier*.

Rank 5: This power gains one of the following upgrades:

Headshots:

- While using this Ammo power, critical hits made against targets flying due to Biotic powers, *Cluster Grenades* or *Lift Grenades* or against targets under the effect of *Barrier* have their critical multiplier increased by 1.

Squad Bonus:

- When you activate this power, squadmates (up to a number equal to Int modifier, minimum of 2) can use the character's current *Warp Ammo* rank, replacing any ammo power they have active.

Rank 6: This power gains one of the following upgrades:

Damage:

- Increase damage against targets flying due to Biotic powers or Lift Grenades and against targets under the effect of *Barrier* by 1.

Detonation:

- While using this Ammo power, critical hits can now detonate Biotic powers (capable of being detonated). This detonation deals 4d6 points of damage to all creatures within 10 ft of the target.

Power Mods

Power Mods provide additional costumization to a character's powers. They can alter a specific power's effects or statistics, or even provide an entirely new ranks. Their purpose is to make a character even more unique and capable of handling an even larger amount of possible situations.

Power Mods are not powers by themselves, rather they work off an existing power. When a character uses a power to which he has a Power Mod, he can choose to use the power's normal effect, or to apply the effects of the mod. If the Power Mod provides a new rank tree, the character cannot select those ranks with Biotic, Tech or Combat Specializations. Rather, when he uses the power in question, he can choose to use instead the ranks the Power Mod provides, but only up to the maximum rank level he has in the normal power.

Power Mods have requires that must be met and usually require the character to give up a feat slot or even an Unique Specialization. Once a feat or Unique Specialization is used to gain a Power Mod, it cannot be regained or used for anything else except Power Mods. This means the character is able to retrain a Power Mod as if it was a feat but only to gain another Power Mod, not another feat. As always, if the character no longer meets the prerequisites for a Power Mod, he cannot use it until he does so again.

The following pages provide information about each power. In the following table is also a list and short description of each power.

AI Disruption

This mod alters the effects of an AI Hacking so it can be used quickly and against a larger number of enemies, at the cost of simply confusing the target's of the power instead of turning them into allies.

Requirements: *AI Hacking* rank 1, Hacking 3 ranks, feat slot.

Benefits: When a character uses the *AI Hacking* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *AI Hacking* with the following differences:

- Increase radius of the power by 10 ft.
- Decrease cooldown by 1 action (minimum of 1 action).
- Those affected by this power do not turn into allies. Instead, they are Confused (see Conditions in the Glossary) for the duration of this power.
- Increase Tech Point cost by 1.
- All other statistics of the AI Hacking power remain the same.

Power Mods	Description	Requirements
Ai Disruption	Alters *AI Hacking* to confuse instead of controlling	*AI Hacking* rank 1, Hacking 3 ranks, feat
Area Throw	Alter *Throw* to affect an area	*Throw* rank 3, Knowledge (physics) 5 ranks, feat
Biotic Disintegration	Alter *Flare* to affect a single target but deal greater damage	*Flare* rank 1, Biotics 10 ranks
Biotic Orbs	Alter *Warp* to create orbs that deal less damage but provide other benefits	*Warp* rank 2, must spend a Unique Specialization to obtain it or a feat if the character is a Volus
Biotic Spin	Alter *Pull* to cause the target to spin in the air to disorient him	*Pull* rank 1, Biotics 8 ranks, Knowledge (physics) 4 ranks, feat
Biotic Wings	Alter *Levitate* to allow the character some flight ability	*Levitate* rank 1, Biotics 8 ranks, Knowledge (physics) 8 ranks, Unique Specialization
Defense Matrix	Alter *Tech Armor* to restore Shield HP when dismissed	*Tech Armor* rank 1, Electronics 5 ranks, feat
Drill Ammo	Alter *Armor-Piercing Ammo* to bypass Plating HP but at the cost of dealing less damage	*Armor-Piercing Ammo* rank 1, Knowledge (physics) 5 ranks, feat
Exploding Singularity	Alter *Singularity* to explode and *Throw* creatures instead	*Singularity* rank 2, *Throw* rank 1, feat
Flamer	Alter *Incinerate* to affect an area	*Incinerate* rank 1, Electronics 5 ranks, feat
Impervious Tech Armor	Alter *Tech Armor* to provide an additional protection against Critical Hits and Sneak Attacks	*Tech Armor* rank 2, feat
Implosion	Alter *Singularity* to affect a single target, killing it	*Singularity* rank 6, Cha 18+, Unique Specialization
Melting Touch	Alter *Dominate* to apply the Ardat-Yakshi's effect on touch	*Dominate* rank 1, Knowledge (biology) 5 ranks, Ardat-Yakshi achievement feat, feat
Multi-Grenade	Alters a grenade power to instead launch multiple grenades	Any one grenade power rank 1, Repair 8 ranks, feat
Phasic Ammo	Alter *Disruptor Ammo* so shots bypass Shield HP but at the cost of dealing less damage	*Disruptor Ammo* rank 3, Knowledge (physics) 8 ranks, Knowledge (technology) 8 ranks, feat
Precise Throw	Alter *Throw* to affect a specific object such as a weapon	*Throw* rank 1, Biotics 6 ranks, Wis 14+, feat
Quickened Reactions	Alter *Adrenaline Rush* to act immediately when using it	*Adrenaline Rush* rank 2, feat
Remote Grenade	Alters a grenade power so the grenade thrown explodes only when you choose it	Any one grenade power rank 1, Electronics 5 ranks, Repair 5 ranks, feat
Ripping Warp	Alter *Warp* to deal Constitution and Charisma damage	*Warp* rank 3, Knowledge (biology) 8 ranks, feat
Scout Drone	Alter *Combat Drone* to make it into an effective scout	*Combat Drone* rank 1, Unique Specialization
Shadow Strike	Alter *Tactical Cloak* to provide greater melee bonus	*Tactical Cloak* rank 1, feat
Shield Barrier	Alter *Barrier* to provide Shield HP instead of DR	Barrier rank 1, Knowledge (physics) 4 ranks, Electronics 4 ranks, Unique Specialization
Slashing Strike	Alter *Biotic Charge* to deal damage to all in path	*Biotic Charge* rank 1, Biotics 8 ranks, Dex 14+, Unique Specialization
Snap Freeze	Alter *Cryo Blast* to affect an area	*Cryo Blast* rank 1, Electronics 5 ranks, feat
Stealth Grid	Alter Tactical Cloak to affect an area	*Tactical Cloak* rank 1, Unique Specialization
Stronger Barrier	Alter *Barrier* to provide greater DR	*Barrier* rank 2, feat
Stronger Fortification	Alter *Fortification* to provide greater DR	*Fortification* rank 2, feat
Support Turret	Alters *Sentry Turret* to create a turret that deals less damage but provides additional benefits to allies	*Sentry Turret* rank 1, Electronics 8 ranks, Unique Specialization

Area Throw

This mod alters the effects of the Throw power so it can affect a greater area with a shorter range.

Requirements: *Throw* rank 3, Knowledge (physics) 5 ranks, feat slot.

Benefits: When a character uses the *Throw* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Throw* with the following differences:

- Instead of affecting a target up to 60 ft range, it affects a 15-ft cone.
- If the rank 5 Radius option is selected, it has no effect when using this Power Mod but instead increases the cone by +5 ft.
- If the rank 6 Radius option is selected, it has no effect when using this Power Mod but instead increases the cone by +10 ft.
- Reduce flying distance by 5 ft.
- Biotic Point cost is increased by 1

Biotic Disintegration

This mod alters the effects of a Flare so it deals greater damage to one specific target.

Requirements: *Flare* rank 1, Biotics 10 ranks, feat slot.

Benefits: When a character uses the *Flare* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Flare* with the following differences:

- The power no longer affects an area (and it cannot affect an area, despite whatever features the character possesses to increase the area of effect). Instead it affects a single target.
- The character must succeed on a ranged touch attack against the target.
- The damage dealt to the target equals normal *Flare* damage +50%, without increasing the cost in Biotic points.
- If the target is killed, by this power, he is immediately disintegrated (along with its equipment).
- On a critical hit, the target is automatically disintegrated (along with its equipment).
- The Fortitude save DC increases by 2.
- Increase cooldown by 4 actions.
- After using this Power Mod, the character becomes Fatigued until it can make a rest that lasts a number of rounds equal to twice the number of Biotic Points spent. While affected by this Fatigued effect, the character has its maximum Biotic Points pool reduced by 50%.
- All other statistics power remain the same.

Biotic Orbs

This mod allows the character to alter the Warp power and make it create a three biotic orbs instead. These orbs surround you closely and can be launched at any time against an enemy. In addition, when there are orbs surrounding you, all your biotic powers have their cooldown reduced.

Requirements: *Warp* rank 2, must spend a Unique Specialization or feat slot if the character is a Volus.

Benefits: This Power Mod provides an entire new rank-tree for the *Warp* power. It uses the same rules for that power with the indicated changes below. When a character uses the *Warp* power, he can decide to use his normal ranks of that power or use this Power Mod instead.

Each orb can be launched at a single target up to 60 ft away, with a successful ranged touch attack. Like the normal use of the Warp power, this mod detonates biotic powers, dealing double damage to the target and normal damage to those within the detonation radius. Unlike *Warp*, it does not deal double damage against Plating HP. Launching an orb does not activate this power's cooldown.

An orb can be launched with one action or the character can spend a full-round action to launch up to 3 orbs.

This power mod also affects the cooldowns of other biotic powers, depending on the number of orbs surrounding the character, depending on the number of orbs created, as follows:

1 orb – Nothing

2 orbs - If the character has some feature (like another power or simply carrying weight) that increases the cooldown of biotic powers by 1 action or more, that increase is reduced by 1 action (to a minimum of an increase of 0 actions). This does not work as a reduction of the current cooldown of a biotic power, it instead merely prevents its increase.

3 orbs - Reduce the cooldown of biotic powers by 1 action (to a minimum of 1 action). Stacks with bonus from having 2 orbs.

If the Expose option of *Warp* Rank 5 is selected, the cooldown reduction with 3 orbs can now reduce to a minimum of 0 actions.

If the Recharge Speed option of *Warp* Rank 6 is selected, the character can have up to 4 orbs. Having 4 orbs does not cause additional effects on the cooldown, but it allows the character to launch an orb while maintaining three other.

This cooldown effect isn't altered as orbs are expended, meaning that once a biotic cooldown kicks in, launching orbs will not affect it in any way.

Special: While this Power Mod is active, the character cannot use the normal effect of the *Warp* power

Duration: This Power Mod lasts for as long as the encounter lasts or until all orbs are expended.

Cooldown: 8 actions (this cooldown is not affected by this Power Mod)

Rank 1: This power has the following statistics:

- Each orb deals 2d4 damage.
- Detonation radius: 5 ft.
- Cost: 4 biotic points to activate.

Rank 2: This power has the following statistics:

- Deals 2d4 damage.
- Detonation radius: 5 ft.
- Cooldown reduced to 7 actions.
- **Cost:** 4 biotic points to activate.

Rank 3: This power has the following statistics:

- Deals 3d4 damage.
- Detonation radius: 10 ft.
- Cooldown reduced to 7 actions.
- **Cost:** 4 biotic points to activate.

Rank 4: This power gains one of the following upgrades, depending on the choice for *Warp* rank 4:

Damage:

- Increase damage by 1d4.

Detonate Synergy:

- Characters within the detonation radius receive double damage instead of normal damage.
- Increase detonation radius by 5 ft.

Rank 5: This power gains one of the following upgrades, depending on the choice for *Warp* rank 5:

Improved Damage:

- Increase damage by 1d4.
- Increase cost by 1 biotic point.

Expose:

- The cooldown reduction with 3 orbs can now reduce to a minimum of 0 actions.
- Increase cost by 1 biotic point.

Rank 6: This power gains one of the following upgrades, depending on the choice for Warp rank 6:

Pierce:

- Targets hit by a biotic orb have their DR reduced by 1 for 2 actions. This effect can stack up to 3 times.

Recharge Speed:

- The character creates 4 orbs instead of 3 when using this Power Mod.

Biotic Spin

This mod alters the effects of a Pull so it incapacitates an enemy to a point where he can't recognize friend or foe, rather than keeping him in the air.

Requirements: *Pull* rank 1, Biotics 8 ranks, Knowledge (physics) 4 ranks, feat slot.

Benefits: When a character uses the *Pull* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Pull* with the following differences:

- The target no longer remains in the air and neither is he pulled towards the character.
- Instead the target is elevated in the air and then spinned for 1 action (his first action of his next turn).
- After being spinned, the target becomes nauseated for the following action and sickened for a number of actions equal to the normal *Pull*'s duration.
- While affected by this Power Mod, the target must make a Concentration check (DC 20 + character's Charisma modifier) to be able to discern friends and foes, otherwise he becomes too disoriented and will make its attacks against the nearest moving creature thinking it is an enemy. In addition, it can only move at half speed and if required to make Balance checks it takes a -10 penalty on them.
- The target can still make a Fortitude save against this power to negate its effects.
- Cooldown is increased by 1 action.
- Biotic Point cost is increased by 1

Biotic Wings

This mod alters the effects of Levitate so the character can appear to be flying.

Requirements: *Levivate* rank 1, Biotics 8 ranks, Knowledge (physics) 8 ranks, Unique Specialization.

Benefits: When a character uses the *Levitate* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod alters the effects of Levitate to allow the character to move upward, with 1 Action, at a speed of 5 ft per rank in Levitate. Every action, in addition to moving upward, the character can also move horizontally 5 ft. This lasts for the same duration as the Levitate but the Cooldown is increased by +1 action and the cost is increased by +2 Biotic Points.

Defense Matrix

This mod alters the effects of the Tech Armor power so it allows the character to regenerate shields instead of damaging nearby enemies.

Requirements: *Tech Armor* rank 1, Electronics 5 ranks, feat slot.

Benefits: When a character uses the *Tech Armor* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Tech Armor* with the following differences:

- The % of shields gained is reduced by 15%.
- When the character's Shield HP reach 0, or when the power is dismissed, instead of sending a pulse that damages nearby enemies it instead restores a portion of the character's Shield HP equal to the damage the normal power deals + Intelligence modifier.
- If the Rank 5 Melee Damage option is chosen, instead of the bonuses of that option the character has the Shield DR provided by this power increased by +1.
- Tech Point cost is increased by 1
- Cooldown of power is increased by 1 additional action.

Drill Ammo

This mod alters the effects of the Armor-Piercing Ammo so it allows shots to go through more obstacles and even to ignore Plating itself.

Requirements: *Armor-Piercing Ammo* rank 1, Knowledge (physics) 5 ranks, feat slot.

Benefits: When a character uses the *Armor-Piercing Ammo* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Armor-Piercing Ammo* with the following differences:

- Double the amount of thickness the shots can go through.
- Shots fired against a creature with Plating HP, but with no Shield HP, completely ignore Plating and deal damage directly to the creature's normal HP. Does not apply to creatures that have no normal HP, or creatures that instead of gaining normal HP gain Plating HP.
- Damage dealt by each shot is reduced to 1/2 (reduce damage after applying all other bonuses and penalties excluding those of *Armor-Piercing Ammo* power). The normal penalty against Shield HP, from the *Armor-Piercing Ammo* power, applies after this reduction.
- Deals normal damage + twice *Armor-Piercing Ammo* bonus vs Plating HP but only against creatures that have no normal HP, or creatures that instead of gaining normal HP gain Plating HP.

Exploding Singularity

This mod alters the effects of Singularity so that it throws characters away shortly after they are affected by it.

Requirements: *Singularity* rank 2, *Throw* rank 1, feat slot.

Benefits: When a character uses the *Singularity* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like *Singularity* but with the following differences:

- Increase Radius of *Singularity* by 5 ft.
- *Singularity* has no duration. Once this Power Mod is used, it causes affected creatures (those that fail the Reflex and Fortitude saves) to be immediately pulled towards the center of the singularity and then expelled as if they had been affected by a *Throw* (*Throw*'s power rank equals that of the character's).
- Those affected by this Power Mod take the effects of the *Throw* and receive an additional damage equal to 1d6 per 10 ft thrown.
- Those affected end up prone.
- Creatures and objects caught by this Power Mod are thrown to the same direction they were pulled from.
- Those affected are no longer considered to be flying and don't take additional falling damage.
- Increase Biotic Point cost by an amount equal to the Biotic Point cost of the character's highest *Throw* rank.
- All other statistics of the *Singularity* power remain the same.

Flamer

This mod alters the effects of an Incinerate so it can be used in close range and against multiple targets.

Requirements: *Incinerate* rank 1, Electronics 5 ranks, feat slot.

Benefits: When a character uses the *Incinerate* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal Incinerate with the following differences:

- The power no longer affects a single target up to 60 ft away. Instead, it affects all creatures, friend and foe alike, within a 15-ft cone.
- If the Radius rank 4 option is chosen, that rank has no effect. Instead, the area of effect of this Power Mod increases to a 20-ft cone.
- Damage dealt is reduced to 1/2 (minimum of 1).
- The power is still used with one action but the character can maintain it for up to one additional action, which must the one following the action in which the power was activated. The character must pay double of the power's Tech point cost and for that additional action the character can do nothing else other than using this Power Mod. Cooldown is only applied after this second action.
- If a character wanders into the affected area, he is caught by this power and must save against it as normal.
- Increase Tech Point cost by 2.
- All other statistics of the Incinerate power remain the same.

Impervious Tech Armor

This mod alters the effects of Tech Armor so that it provides greater protection in critical areas of the body.

Requirements: *Tech Armor* rank 2, feat slot.

Benefits: When a character uses the *Tech Armor* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like *Tech Armor* but with the following differences:

- While the character has Shield HP, he gains 5% chance of negating critical hits and sneak attacks + 5% per rank of this Power Mod. This stacks with other sources that provide chance to negate critical hits and sneak attacks.
- If the character loses all his Shield HP, or if he dismissess this Power Mod, all creatures (not just enemies) in the power's explosion radius will suffer the explosion damage. The character also suffers the same amount of damage.

- Increase Tech Point cost by 2.
- All other statistics of the *Tech Armor* power remain the same.

Implosion

This mod alters the effects of Singularity so that it allows the character to use his biotic might and crush an enemy to death with it.

Requirements: *Singularity* rank 6, Cha 18+, Unique Specialization.

Benefits: When a character uses the *Singularity* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod alters the normal effects of the *Singularity*, replacing them for the following:

- When this Power Mod is used, the character throws a small dark orb of biotic energy against the target, requiring a Range Touch to hit the target. If it hits, the orb transforms itself into a miniature black hole that prevents the target from moving or doing any actions. The target can spend one action to make a Reflex save against the *Singularity*'s saving throw DC. If he succeeds, he frees himself from the effects of this Power Mod.
- If it hits, the character also spends his next action to implode the target into the miniature black hole, completely crushing him and all his possessions he carries with him. The target can make a Fortitude save (DC equals *Singularity*'s saving throw DC) to avoid this effect. If he fails, he is completely killed and no trace of his existance is left behind. Succeeding the save allows the target to survive but deals 6d6 points of damage.
- While binded by the miniature black hole, the target remains in place and is neither sent flying nor prone. The target is considered flat-footed as well.
- If the character takes damage between immediately using this power and until the end of the action used to implode the target, he must make a Concentration check DC 20 + damage taken or this power is disrupted and immediately cancelled. The cooldown enters in effect if this happens. The same happens if the character is moved, grappled, sent prone. Also, during that time the character cannot perform any other actions and provokes AoO.
- This Power Mod has a Biotic Point cost of 20 biotic points.
- This Power Mod has a cooldown of 6 actions.

Melting Touch

This mod alters the effects of the Dominate power so it allows the character to kill a target with a touch by melting his brain.

Requirements: *Dominate* rank 1, Knowledge (biology) 5 ranks, Ardat-Yakshi achievement feat, feat slot.

Benefits: When a character uses the *Dominate* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works radically alters the *Dominate* power to the following effects:

- To use this Power Mod the character must make an unarmed melee attack against the target. If successful the attack deals no damage but instead applies the effects of this Power Mod.
- Touched target is affected by the Ardat-Yakshi special meld.
- Instead of making a Fortitude save, the target makes instead a Will save DC 10 + 1/2 character's HD + character's Charisma modifier + ranks in Dominate.
- A target that successfully saves is shaken for the duration of the encounter and fatigued for 1 round after being affected by this Power Mod. That character, however, becomes imune to this Power Mod for 24 hours.
- Biotic Point cost is increased by 1
- This Power Mod can only affect organics

Multi-Grenade

This mod alters the effects of a grenade-based power so that the grenade launched divided itself into smaller pieces. This causes the grenade to explode with less impact but increases the area it affects.

Requirements: Any one grenade-based power rank 1, Repair 8 ranks, feat slot.

Benefits: When a character uses the a grenade-based power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like that grenade-based power but with the following differences:

- The grenade-based power deals only 1/2 damage when it exploded (minimum of 1).
- The area radius of the grenade-based power increases by 50%. If the power only affected a single target, it now affects adjacent creatures as well. If it affected the target and adjacent creature, it now affects the target and all creatures up to 10 ft away from it.
- This Power Mod may be used when throwing a normal grenade to increase its area of effect by 50% while reducing its damage by 50% (minimum of 1).
- All other statistics of the grenade-based power remain the same.

Phasic Ammo

This mod alters the effects of the Disruptor Ammo so it allows shots to ignore Shields.

Requirements: *Disruptor Ammo* rank 3, Knowledge (physics) 8 ranks, Knowledge (technology) 8 ranks, feat slot.

Benefits: When a character uses the *Disruptor Ammo* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Disruptor Ammo* with the following differences:

- Shots fired against a creature with Shield HP, completely ignore Shield HP and deal damage directly to the creature's Plating HP (if any) or normal HP (if the creature has no Plating HP).
- Damage dealt by each shot is reduced to 1/2 (reduce damage after applying all other bonuses and penalties).
- Deals no damage against creatures that only have Shield HP, such as Combat Drones.
- The shields of creatures hit by Phasic Ammo shots cannot regenerate nor can they be recovered by any means for a duration equal to 2 actions for each point of damage bonus against Shield HP the normal Disruptor Ammo ranks provide.

Precise Throw

This mod alters the effects of Throw so that it targets the enemy's weapon, disarming him.

Requirements: *Throw* rank 1, Biotics 6 ranks, Wis 14+, feat slot.

Benefits: When a character uses *Throw*, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like *Throw* but with the following differences:

- The power does not affect the target. Instead it affects one of the weapons he wields.
- When this Power Mod is used the character makes a Disarm attempt against the target using the ranged touch attack roll. If successful, the weapon is sent flying to a direction of the character's chosing.
- The weapon is sent flying a number of feet equal to 1/2 normal *Throw* distance (minimum 5-ft). If the distance thrown is just 5-ft, the weapon ends in a square adjacent to the target.
- Neither the weapon nor the target take damage from this Power Mod, unless the GM states otherwise. If the weapon collides against another object or creature, that object/creature take 1d4 damage if the weapon can be used with just one hand, or 1d6 damage if the weapon requires two hands to use.
- If rank 5 Radius option is selected, this Power Mod also affects the target itself but he can save normally against it and both flying distance is damage that *Throw* would normally apply are reduced to 50% (minimum 5 ft and minimum of 1 damage).
- If rank 6 Double Throw option is selected, this Power Mod can affect one additional weapon the character wields, or one addition holstered weapon. Roll the Disarm attempt for each weapon seperately. If one holstered weapon is targetted, the opponent gains a +4 bonus to the roll.
- Although this Power Mod mentions only weapons, it can be used against any object wielded by the target.
- Increase Biotic Point cost by 2.
- All other statistics of the *Throw* power remain the same.

Quickened Reactions

This mod alters the effects of an Adrenaline Rush to allow the character change his initiative score and act before his enemies.

Requirements: *Adrenaline Rush* rank 2, feat slot.

Benefits: When a character uses the *Adrenaline Rush* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod alters the normal effects of the *Adrenaline Rush*, replacing them for the following:

- The normal effects of the *Adrenaline Rush* do not take effect.
- This Power Mod can be activated before or after the turn of another character (friend or foe).
- If used, this Power Mod immediately changes the character's initiative count so that he can act when this Power Mod is activated. The character takes his turn immediately after activating this Power Mod and other turns will be made with the new initiative count.
- For the round made immediately after activating this Power Mod, the character gains a bonus on all d20 rolls equal to the rank number of his *Adrenaline Rush* power.
- Cooldown of this Power Mod is 4 actions, which start at the end of the round the character made immediately after activating this Power Mod (so during that round, the character can still use other Combat Powers)

Remote Grenade

This mod alters the effects of a grenade-based power so that the grenade launched doesn't explode when it should but rather when the character orders it to.

Requirements: Any one grenade-based power rank 1, Electronics 5 ranks, Repair 5 ranks, feat slot.

Benefits: When a character uses the a grenade-based power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like that grenade-based power but with the following differences:

- The grenade-based power doesn't take effect when it normally would. Instead, the grenade is thrown/placed and remains in place for up to 1 minute per Intelligence modifier (minimum of 1 minute). At any point during that time, the character can choose to spend 1 action to have the grenade explode and thus activate the grenade-based power.
- The character must be at least 500 ft away from the grenade. He must be able to use his omni-tool to send a signal to the grenade to activate. If communications are being blocked, the signal may not be sent.

- The character can have several grenades waiting for the signal but he must spend 1 action to make 1 grenade explode.
- After the time has passed, if the grenade didn't explode, it does so and its grenade-based power activates normally.
- Any grenade thrown with this Power Mod can be recovered before they explode but the character must spend 1 action and an Electronics check DC 15 to remove the timer and ensure the grenade goes back to being a normal grenade that can be used later on.
- This Power Mod may be used when throwing a normal grenade.
- Anyone can pick up a grenade that hasn't yet exploded and and attempt to hack it so that it can be used by that person. A Hacking check DC 20 is required, as well as 1d4 actions, to make this happen. If it does happen, the person that picked up the grenade can either defuse it and store the grenade for later use, as previously stated, or it can throw the grenade again but this time he decides when the grenade goes off, activating the grenade-based power it was originally used to throw/place the grenade there in the first place. If this second option is used, the timer still continued to count down normally from the first time this Power Mod was used (for example: if an Arc Grenade was thrown with a timer of 3 minutes but after 2 minutes it is hacked by an enemy and that enemy throws it back, the grenade will only wait 1 more minute before exploding and activating the Arc Grenade power).
- All other statistics of the grenade-based power remain the same.

Ripping Warp

This mod alters the effects of the Warp power so it can rip the target apart by dealing Constitution and Charisma damage.

Requirements: *Warp* rank 3, Knowledge (biology) 8 ranks, feat slot.

Benefits: When a character uses the *Warp* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Warp* with the following differences:

- Instead of dealing damage, this Power Mod deals 1d6 point of Constitution damage +1 for each 2 ranks of this Power Mod, and 1d6 point of Charisma damage +1 for each 2 ranks of this Power Mod.
- When using this Power Mod, the character scores Critical Hits with it by attaining a natural 16 or higher on the attack roll. Upon a Critical Hit with this Power Mod, the character deals instead an additional +2 damage of each type of damage in addition to the normal damage dealt.
- This Power Mod cannot benefit from features that increase the damage dealt by Biotic powers.
- This Power Mod cannot be used to detonate other powers.
- Creatures with Shield HP or Plating HP are unafected by this Power Mod
- If the rank 4 Detonate Synergy option is selected, it has no effect when using this mod but instead it increases the Constitution and Charisma damage by 1
- If the rank 6 Pierce option is selected, it has no effect when using this mod but instead it increases the Constitution and Charisma damage by 1
- The target affected by this Power Mod can attempt a Fortitude save DC 10 + 1/2 Biotic ranks + character's Charisma modifier to halve the damage (rounded down, minimum of 0)
- Reduce range to 30 ft.
- Increase cooldown by 1 action.
- Biotic Point cost is doubled
- This Power Mod can only affect organics
- This Power Mod does not benefit from increased damage granted by Bio-Amp abilities.

Scout Drone

This mod allows the character to alter the Combat Drone power and make it create a Scout Drone instead. These drones are holographic, just like normal Combat Drones, and have limited VIs. They also possess no weaponry. However, scout drones are extremely useful as they can move much farther away from the character and provide tactical information and even direct video stream to the character. They are prized by scouts and are of great help when exploring enemy terrain.

Requirements: *Combat Drone* rank 1, Unique Specialization.

Benefits: This Power Mod provides an entire new rank-tree for the *Combat Drone* power. It uses the same rules for that power with the indicated changes below. When a character uses the *Combat Drone* power, he can decide to use his normal ranks of that power or use this Power Mod instead.

The drone is directly connected to the character's omni-tool and carries a video camera to allow him to see as if he was the drone. Watching what the drone is currently seeing, through the omni-tool's screen, requires the character to spend one action. If the character is wearing a helmet/visor, he can choose to double the Tech Point cost to have the videofeed directed to it and so seeing the video becomes only a free action. Sentient Geth can do the same but for them it only increases the Tech Point cost by 50% (rounded down).

Cooldown: 4 actions after previous Combat Drone has disappeared or was destroyed.

Rank 1: This power has the following statistics:

- Drone has a Defense of 12.
- Drone has 15 Shield HP.
- Drone has no attack

- Drone can move at a speed of 40 ft.
- Drone can move up to 200 ft away from the character
- Drone lasts up 5 rounds plus 1 round per Intelligence modifier.
- **Cost:** 2 tech points to activate

Rank 2: This power has the following statistics:

- Drone has a Defense of 14.
- Drone has 20 Shield HP.
- Drone has no attack
- Drone can move at a speed of 40 ft.
- Drone can move up to 300 ft away from the character
- Drone lasts up 5 rounds plus 1 round per Int modifier.
- **Cost:** 2 tech points to activate

Rank 3: This power has the following statistics:

- Drone has a Defense of 15.
- Drone has 25 Shield HP.
- Drone has no attack
- Drone can move at a speed of 40 ft.
- Drone has nightvision 60 ft as if it had Nightvision goggles
- Drone can move up to 400 ft away from the character
- Drone lasts up 7 rounds plus 1 round per Int modifier.
- Cooldown is reduced to 3 actions.
- **Cost:** 3 tech points to activate

Rank 4: This power has the following statistics:

- Drone has a Defense of 15.
- Drone has 25 Shield HP.
- Drone has no attack
- Drone can move at a speed of 50 ft.
- Drone has nightvision 60 ft as if it had Nightvision goggles
- Drone can move up to 550 ft away from the character
- Drone lasts up 7 rounds plus 1 round per Int modifier.
- **Cost:** 3 tech points to activate

Rank 5: This power has the following statistics:

- Drone has a Defense of 16.
- Drone has 30 Shield HP.
- Drone has no attack
- Drone can move at a speed of 60 ft.
- Drone has nightvision 60 ft as if it had Nightvision goggles
- Drone can move up to 750 ft away from the character
- Drone is invisible to the naked eye. It can still be seen with thermal vision and is still detected by radar.
- Drone lasts up 7 rounds plus 1 round per Int modifier.
- **Cost:** 4 tech points to activate

Rank 6: This power has the following statistics:

- Drone has a Defense of 16.
- Drone has 30 Shield HP.
- Drone has no attack
- Drone can move at a speed of 60 ft.
- Drone has nightvision 60 ft as if it had Nightvision goggles
- Drone has thermal vision 60 ft as if it had Thermal Vision goggles
- Drone can move up to 1000 ft away from the character
- Drone is invisible to the naked eye. It can still be seen with thermal vision and is still detected by radar.
- Drone lasts up 10 rounds plus 1 round per Int modifier.
- **Cost:** 5 tech points to activate

Shadow Strike

This mod alters the effects of a Tactical Cloak so it allows for a hit-and-run strike.

Requirements: *Tactical Cloak* rank 1, feat slot.

Benefits: When a character uses the *Tactical Cloak* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Tactical Cloak* with the following differences:

- The power only provides damage bonus for melee attacks.
- The damage bonus to melee attacks, provided by the normal *Tactical Cloak*, is doubled.
- Anything that breaks a normal *Tactical Cloak* also breaks the Shadow Strike cloak.
- The cloak provides a +10 ft bonus to movement speed.
- If the cloak is broken by making a melee attack, it activates immediately after that attack (before the enemy can react), providing a great chance for the character to escape. This second activation of the cloak provides no bonuses to damage. In fact, if this second cloak is broken by an attack or power used, that attack/power deals only 50% of normal damage (minimum of 1).
- The Tech Point cost is increased by 50%.
- The cooldown for this power activates when the character first activates this power and when the second cloak activates itself (if it does so).
- All other statistics of the *Tactical Cloak* power remain the same.

Shield Barrier

This mod alters the effects of Barrier so that it feeds a character's Shield HP, rather than increase their strength.

Requirements: *Barrier* rank 1, Knowledge (physics) 4 ranks, Electronics 4 ranks, Unique Specialization.

Benefits: This Power Mod provides an entire new rank-tree for the *Barrier* power. When a character uses the Barrier power, he can decide to use his normal ranks of that power or use this Power Mod instead. If the character loses his or her Shield HP, this Power Mod is removed as well.

If this power is dismissed, the character's Shield HP drop by an amount gained from this power (this can send the character's Shield HP to 0).

When ranks 4, 5 and 6 of the *Barrier* power are attained, the character must also choose one of two different effects for each rank for this Power Mod, which are independent of the Barrier's rank choices..

Cooldown: 4 actions

Rank 1: This power has the following statistics:

- Increases armor Shield HP by 25% of its maximum (rounded down, minimum of +1 Shield HP)
- Armor shields are now considered to be both a barrier effect and normal shields.
- **Cost:** 1 biotic point to activate

Rank 2: This power has the following statistics:

- Increases armor Shield HP by 25% of its maximum (rounded down, minimum of +1 Shield HP)
- Reduce number of actions required to start shield regeneration by 1 (minimum of 1)
- Armor shields are now considered to be both a barrier effect and normal shields.
- **Cost:** 1 biotic point to activate

Rank 3: This power has the following statistics:

- Increases armor Shield HP by 25% of its maximum (rounded down, minimum of +1 Shield HP)
- Reduce number of actions required to start shield regeneration by 1 (minimum of 1)
- Armor shields are now considered to be both a barrier effect and normal shields.
- Provides Shield HP regeneration of 1 per action
- **Cost:** 2 biotic points to activate.

Rank 4: This power gains one of the following upgrades:

Improved Shields:

- Increases armor Shield HP by +25%.

Recuperative Barrier:

- Increases Shield HP regeneration by 1 per action.

Rank 5: This power gains one of the following upgrades:

Biotic Link:

- While this power mod is active, the character can spend biotic points to regenerate Shield HP, with 1 Free Action. The character recovers a number of Shield HP equal to twice the amount of biotic points spent this way.
- Increase cost by 1 biotic point.

Biotic Alacrity:

- While this power mod is active, the character gains +5 ft movement speed, reduces the total weight carried by 15 lbs and gains a +1 bonus to Defense and a +2 bonus to Reflex saves.
- Increase cost by 2 biotic points.

Rank 6: This power gains one of the following upgrades:

Greater Shields:

- Increases armor Shield HP by +25%.
- Increase cost by 2 biotic points.

Saving Barrier:

- When the character's normal HP drops to less than 20% of their maximum, the character can immediately choose to activate this Power Mod, paying twice its biotic point cost and applying its cooldown to the next available actions. The character immediately recovers 50% of his or her maximum Shield HP, which are then increased by the amount provided by this Power Mod. This cannot occur if the character is under the effect of a biotic cooldown.
- Increase cost by 2 biotic points.

Slashing Charge

This mod allows the character to alter the Biotic Charge power and make that deals damage to all in the character's path.

Requirements: *Biotic Charge* rank 1, Biotics 8 ranks, Dex 14+, Unique Specialization.

Benefits: This Power Mod provides an entire new rank-tree for the *Biotic Charge* power. It uses the same rules for that power with the indicated changes below. When a character uses the *Biotic Charge* power, he can decide to use his normal ranks of that power or use this Power Mod instead.

When a character uses this Power Mod he makes a charge similar to that of *Biotic Charge*. If the charge makes the character move through a square occupied enemy creatures, or through squares adjacent to those enemies, the character can make a melee attack against him each of them (roll for each enemy in the path). If the character passes through squares occupied by creatures of the same size or smaller, those creatures are sent prone (no save). If it passes through squares occupied by a creature one or more sizes larger than the character, the charge ends in the nearest adjacent square of that creature.

The charge cannot end on an occupied square. It can, however, in a square adjacent to one or more enemies, in which case the character can also make a melee attack against them.

Unlike a normal *Biotic Charge*, this power does not send enemies flying or prone, nor does it restore some of the character's Shield HP. In addition, the character cannot choose to immediately active a *Biotic Nova* or a *Barrier* immediately after using this

Power Mod.

Cooldown: 3 actions

Rank 1: This power has the following statistics:

- Range 60 ft.
- **Cost:** 3 biotic points to activate.

Rank 2: This power has the following statistics:

- Range 70 ft.
- Cooldown is reduced to 2 actions.
- **Cost:** 3 biotic points to activate.

Rank 3: This power has the following statistics:

- Range 70 ft.
- Cooldown is reduced to 2 actions.
- Melee attacks made with this Power Mod have a +1 bonus to damage.
- **Cost:** 4 biotic points to activate.

Rank 4: This power has the following statistics:

- Range 75 ft.
- Cooldown is reduced to 2 actions.
- Melee attacks made with this Power Mod have a +2 bonus to damage.
- **Cost:** 4 biotic points to activate.

Rank 5: This power has the following statistics:

- Range 80 ft.
- Cooldown is reduced to 1 actions.
- Melee attacks made with this Power Mod have a +2 bonus to damage.
- **Cost:** 5 biotic points to activate.

Rank 6: This power has the following statistics:

- Range 85 ft.
- Cooldown is reduced to 1 action.
- Melee attacks made with this Power Mod have a +3 bonus to damage.
- **Cost:** 5 biotic points to activate.

Snap Freeze

This mod alters the effects of a Cryo Blast so it can be used in close range and against multiple targets.

Requirements: *Cryo Blast* rank 1, Electronics 5 ranks, feat slot.

Benefits: When a character uses the *Cryo Blast* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like a normal *Cryo Blast* with the following differences:

- The power no longer affects a single target up to 60 ft away. Instead, it affects all creatures, friend and foe alike, within a 15-ft cone.
- If the Radius rank 4 option is chosen, that rank has no effect. Instead, the area of effect of this Power Mod increases to a 20-ft cone.
- The Fortitude save DC increases by 2.
- The power is still used with one action but the character can maintain it for up to one additional action, which must the one following the action in which the power was activated. The character must pay double of the power's Tech point cost and for that additional action the character can do nothing else other than using this Power Mod. Cooldown is only applied after this second action.
- If a character wanders into the affected area, he is caught by this power and must save against it as normal.
- Increase Tech Point cost by 1.
- All other statistics of the *Cryo Blast* power remain the same.

Stronger Barrier

This mod alters the effects of Barrier, increasing the DR bonus it provides.

Requirements: *Barrier* rank 2, feat slot.

Benefits: When a character uses the *Barrier* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like *Barrier* but with the following differences:

- The DR bonus provided by *Barrier* increases by 1.
- If this power is detonated, in addition to the damage taken by the power that detonates this Power Mod, the character also takes the detonation damage that nearby characters would take. The same happens if the character willingly detonates this Power Mod with a free action.
- Increase Biotic Point cost by 1.
- All other statistics of the Barrier power remain the same.

Stealth Grid

This mod alters the effects of Tactical Cloak so it can cloak all in a larger area at the cost of power cells.

Requirements: *Tactical Cloak* rank 1, Unique Specialization.

Benefits: This Power Mod provides an entire new rank-tree for the *Tactical Cloak* power. When a character uses the *Tactical Cloak* power, he can decide to use his normal ranks of that power or use this Power Mod instead.

The character can alter the effects of a Power-Cell to cloak all characters within 10 ft, making them invisible. The affected characters gain the effects of the *Tactical Cloak* power, without the bonus indicated in each rank description of that power (which are replaced by those of this power mod).

When ranks 4, 5 and 6 of the *Tactical Cloak* power are attained, the character must also choose one of two different effects for each rank for this

Power Mod, which are independent of the *Tactical Cloak*'s rank choices.

Special: This power requires the character to spend a Small-Capacity Power-Cell. If more advanced Power-Cells are used, the barricade's base effects are increased as follows:

Medium-Capacity Power-Cell: Duration is increased by +1 action.

High-Capacity Power-Cell: Duration is increased by +1 action and damage is increased by +1, +1d6 with sniper and +1d4 with melee.

Emergency Battery Power-Cell: Duration is increased by +2 actions. Damage is increased by +1, +1d6 with sniper and +1d4 with melee.

Cooldown: 3 actions after the grid is removed.

Rank 1: This power has the following statistics:

- Duration 3 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Melee damage bonus: +1d4.
- **Cost:** 4 tech points to activate

Rank 2: This power has the following statistics:

- Duration 3 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Melee damage bonus: +1d4.
- This power consumes only 1/2 of the Power-Cell, effectively allowing the character to use the same Power-Cell twice to activate this power. However, once the Power-Cell is used to activate a Trip Mine once, its normal effects can no longer be used
- **Cost:** 4 tech points to activate

Rank 3: This power has the following statistics:

- Duration 4 actions.
- Bonus damage to shots: +1 or +1d6 with sniper rifles.
- Melee damage bonus: +1d4.
- This power consumes only 1/2 of the Power-Cell, effectively allowing the character to use the same Power-Cell twice to activate this power. However, once the Power-Cell is used to activate a Trip Mine once, its normal effects can no longer be used
- **Cost:** 5 tech points to activate

Rank 4: This power gains one of the following upgrades:

Power Consumption:

- This power consumes only 1/3 of the Power-Cell, effectively allowing the character to use the same Power-Cell three times to activate this power. However, once the Power-Cell is used to activate a Trip Mine once, its normal effects can no longer be used.

Radius:

- Increases radius to 20 ft.

Rank 5: This power gains one of the following upgrades:

Duration

- Increases duration to 5 actions.
- Increase cost by 1 tech point.

Shield Grid:

- While under the effect of *Stealth Grid*, characters regenerate 1 Shield HP per round.
- Increase cost by 1 tech point.

Rank 6: This power gains one of the following upgrades:

Evasive Grid:

- While under the effect of Stealth Grid, characters gain a +5 ft bonus to their movement speed.
- Increase cost by 1 tech point.

Ambush Grid:

- Increases damage bonus to +2 per shot, or +2d6 per shot with sniper rifle or +2d4 with melee attacks.
- Increase cost by 1 tech point.

Stronger Fortification

This mod alters the effects of Fortification, increasing the DR bonus it provides.

Requirements: *Fortification* rank 2, feat slot.

Benefits: When a character uses the *Fortification* power, he can decide to use his normal ranks of that power or use this Power Mod instead. This mod works just like *Fortification* but with the following differences:

- The DR bonus provided by *Fortification* increases by 1.
- *Fortification* provides no melee damage bonus.
- Increase speed penalty by 5 ft. If rank 6 Light Current option is selected, the speed penalty remains it but it is only of 5 ft.
- Increase cooldown by 1 action.
- Must spend two uses of *Fortification* to activate this Power Mod, instead just one.
- All other statistics of the *Fortification* power remain the same.

Support Turret

This mod allows the character to alter the Sentry Turret power and make it create a Support Turret instead. A Support Turret is stationary, floating 3 ft above the ground. Its purpose is to restore allies Shield HP and provide minimal fire support.

Requirements: *Sentry Turret* rank 1, Electronics 8 ranks, Unique Specialization.

Benefits: This Power Mod provides an entire new rank-tree for the *Sentry Turret* power. It uses the same rules for that power with the indicated changes below. When a character uses the *Sentry Turret* power, he can decide to use his normal ranks of that power or use this Power Mod instead.

Unlike a normal *Sentry Turret*, the *Support Turret* cannot use its two actions to attack. Instead, the *Support Turret* uses one action to attack and another to restore part of the Shields HP of an ally nearby, even if there are none.

There can only be one *Support Turret* active at a time. If the character uses this mod while a previous use is still active, the previous Support Turret is dismissed.

Warning: The *Support Turret* can be hacked normally (Hacking check DC 20, 1d4 rounds to hack). If it is hacked, it targets enemies as if they were allies, and previous allies as if enemies. It will still count as if the power was active for the character that first placed it.

Cooldown: 4 actions

Rank 1: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 50 Shield HP.
- Turret has an attack range of 40 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d4 damage per attack.
- Once per round, the turret restores 5 Shield HP to one ally within 20 ft.
- If the turret manages to restore even 1 point of Shield HP, it loses 5 Shield HP from itself.
- **Cost:** 2 tech points to activate.

Rank 2: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 60 Shield HP.
- Turret has an attack range of 40 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d4 damage per attack.
- Once per round, the turret restores 6 Shield HP to one ally within 20 ft.
- If the turret manages to restore even 1 point of Shield HP, it loses 5 Shield HP from itself.
- **Cost:** 2 tech points to activate.

Rank 3: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 70 Shield HP.
- Turret has an attack range of 40 ft
- Turret has an attack bonus equal to character's Int modifier× 2.
- Turret deals 1d4 damage per attack.
- Once per round, the turret restores 7 Shield HP to up to 2 allies within 20 ft.
- If the turret manages to restore even 1 point of Shield HP to a character, it loses 5 Shield HP from itself per character.
- Reduce cooldown to 3 actions.
- **Cost:** 3 tech points to activate.

Rank 4: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 80 Shield HP.
- Turret has an attack range of 40 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d4 damage per attack.
- Once per round, the turret restores 8 Shield HP to up to 2 allies within 30 ft.
- If the turret manages to restore even 1 point of Shield HP to a character, it loses 5 Shield HP from itself per character.
- **Cost:** 3 tech points to activate.

Rank 5: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 90 Shield HP.
- Turret regenerates its Shield HP at a rate of 2 Shield HP per round.
- Turret has an attack range of 40 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d4 damage per attack.
- Once per round, the turret restores 9 Shield HP to up to 3 allies within 30 ft.
- If the turret manages to restore even 1 point of Shield HP to a character, it loses 5 Shield HP from itself per character.
- **Cost:** 3 tech points to activate.

Rank 6: This power has the following statistics:

- Turret has a Defense of 10.
- Turret has 100 Shield HP.
- Turret regenerates its Shield HP at a rate of 2 Shield HP per round.
- Turret has an attack range of 40 ft
- Turret has an attack bonus equal to character's Int modifier × 2.
- Turret deals 1d4 damage per attack.
- Once per round, the turret restores 10 Shield HP to up to 3 allies within 30 ft.
- If the turret manages to restore even 1 point of Shield HP to a character, it loses 5 Shield HP from itself per character.
- **Cost:** 4 tech points to activate.

Chapter 5
Items and Equipment

Everyone needs equipment to see themselves through a specific job or event. Explorers and adventurers are no different but their need for equipment may be greater than most.

This chapter covers most of the basic and exotic equipment the characters can find and purchase throughout the galaxy, such as weapons, heavy weapons, armors, clothing and other equipment or enhancements a character might need to succeed.

Credit System

It has been long since any of the major galaxy races has used any form of physical object as currency. Because everything is nowadays connected through electronic channels, the economy decided not to be the exception. This was, of course, a long process that took decades to accomplish for each race, but in the end everyone was thankful for this transformation as it made all transactions easier and lifted a lot of weight from wallets.

Also, a unified, standard galactic currency was created: the credit. It was established by Citadel's Unified Banking Act. The legislation was drafted by the volus, due to their expertise in financial and commercial matters. The Act also laid out regulatory guidelines for determining the value and exchange rate of the credit in relation to the currencies of the individual Citadel member races.

The credit has a managed floating exchange rate, calculated in real time by the central bank to maintain the average value of all participating currencies. Some regional currencies are worth more than a credit, and some less. When the Systems Alliance joined the Citadel, its various national treasuries were linked into the credit network. A human with a bank account of Mexican pesos, Japanese yen, or Indian rupees can purchase any item priced in credits at fair market value. All economies that participate in the credit network are required to price items in both local currency and credits.

Hard currency can be stolen or counterfeited, so electronic fund transfers are the norm. More importantly, physical transactions cannot be easily tracked, making them ideal for tax evasion or the purchase of illegal goods.

This entire game assumes that all trading actions (sells and buys) are made using the Credit System, through electronic means. No rules are covered here for individual currency of each race or nationality.

The game does not assume variations in the values of credits, even though they are covered by the CUB's Act, as previously stated. GMs are, however, free to apply their own variations to the value of credits, depending on the regional currency being used for example, or depending on the economic situation of Citadel Space.

The Credit System and its network were so successful and appraise that even races and regions outside Citadel Space use it.

Starting Credits

A beginning character generally has enough wealth to start out with the basics: some weapons, some armor suitable to his or her class (if any), and some miscellaneous gear. As the character undertakes adventures and amasses loot, he or she can afford better gear. At first, however, the options are limited by the character's budget.

Note that this starting credits is an abstraction. Your character doesn't walk into a store with handfuls of credits in his account and buys every item one by one. Rather, these items may have come the character's way as gifts from family, equipment from patrons, gear granted during military service, swag gained through duplicity, and so on.

Assume your character owns at least two outfits of normal clothes, one related to the character's usual job and another related to the character's lifestyle during his free-times.

Availability

All the items described in this chapter are assumed to be available to PCs in some place or another. Many of these items are very expensive and rare. You won't find them on the rack at a store in a town. But a character with the credits to buy an expensive item can usually connect with a seller and get it.

GMs can easily decide "on the spot" which items there are for sale in a given space-port, space-station, colony or trader. In general, characters should be able to buy any miscellaneous equipment under 2000 credits anywhere. As for weapons and armor, only those under 600 credits are available everywhere. Others might be more difficult to find. If you, as the GM, do not wish to decide which trade-post has what, use the following considerations:

- **Small Economy:** Small-sized colonies, stations or trade ships have miscellaneous equipment that cost up to 2000 credits, and have armor and weapons that cost up to 750 credits.
- **Medium Economy:** Medium-sized colonies, stations or trade ships (least 10 times the size of a small economy) have miscellaneous equipment that cost up to 5500 credits, and have armor and weapons that cost up to 1500 credits.
- **Large Economy:** Large-sized colonies, stations or trade ships (20 times larger than small economy) have miscellaneous equipment that cost up to 12500 credits, have armor that costs up to 7600 credits and weapons that cost up to 5000 credits.
- **Grand Economy:** Colonies of city-size; city-sized stations or extremely rich trade ships (at least 50 times larger than small economy) have miscellaneous equipment that cost up to 23000 credits, have armor that costs up to 23000 credits and weapons that cost up to 12000 credits.
- **Massive Economy:** Colonies of metropolis-size (at least 100 times larger than small economy) or the Citadel have any item available or allow a

character to order that item.

These considerations can also be used for buying different parts and upgrades for ships (see Ships chapter). Buying property, such as a house or a landing strip, however, is different. The available properties are always dependant on the type of planet, colony, station or ship. See Lodgings and Property below.

Other Wealth and Trade

Traders always operate in credits. There is no way around this. However, characters don't need to just have credits. They can have titles of lands, resources, fuel, etc, which can be traded for its equivalent cost in credits.

The following table provides some information on the cost of certain resources. Those resources are measured in units, which is the standard galactic trade unit for resources. Its quantity or weigh varies with the resource and may change over time. This, however, has no considerable affect on the game.

Cost	Item
1 credit	1 unit of fuel
20 credits	1 scanning ship probe
36 credits	1 unit of Element Zero
6 credits	1 unit of Iridium
3 credits	1 unit of Palladium
6 credits	1 unit of Platinum
5 credits	1 unit of gold
12 credits	1 unit of Uranium
1 credit	10 of metal

Selling Items

In general, characters can sell their equipment for half the listed price. The GM, however, can decide other selling and even buying rates for items.

Since all trade passes through the Credit System, characters cannot trade resources or other form of wealth for an item or another product directly. They must first trade it for credits then use the credits to buy what they seek. Traders, however, may be willing to buy their resources and offer them special deals depending on what they are trying to sell or buy.

Weapons

A character's weapons help determine how capable he or she is in a variety of combat situations. Weapons are grouped into several types: Pistols, Submachine guns, Assault Rifles, Shotguns, Sniper Rifles and Melee.

More primitive ranged weapons, such as bows or crossbows, have long being forgotten as armors efficiently block any projectile fired from those ranged weapons.

Proficiency: Not all characters can use any weapon. In order to be able to use them effectively, characters need to have the respective weapon proficiency. Otherwise they double the base recoil penalty to attack (see below) and suffer that penalty even if firing only one shot. Characters not proficient with sniper-rifles cannot use them at all, as they are unable to regulate the scope and determine effects related to the shot such as the Coriolis effect.

Different types of weapon: As stated, weapons are divided into several different groups:

Pistols: Pistols are close- and mid-range weapons designed for a variety of situations, particularly shooting on the move. They lack the automatic fire of assault rifles, and do less damage compared to shotguns or sniper rifles.

However, pistols are significantly more accurate than any of the other weapons. For this reason they are generally reserved as backup weapons for biotic and tech users as their main powers recharge.

Submachine guns: These weapons resemble pistols in size (being only a little bigger) but unlike the previous weapon type these have automatic fire and are less accurate (but still more accurate than assault rifles).

Assault Rifles: Assault rifles are designed for any combat situation, allowing for close-, medium-, and even (in the right circumstances) long-range combat. Their automatic fire makes assault rifles perfectly designed for taking down enemies quickly or providing cover fire, but due to their high recoil, sniping with assault rifles is very difficult. Short, controlled bursts and a crouching stance are required to hit anything at long range. At close range, spraying bullets into a target is effective, but not as quick at eliminating the enemy as a shotgun blast.

Shotguns: Shotguns are particularly deadly at close range, as they deliver a massive shot hat scatters itself dealing massive damage in close range, but greatly losing efficiency at longer ranges. They have high recoil and a low rate of fire but they deal a lot of damage in close quarters.

Some shotguns also deal additional damage to any creature adjacent to the target. Whenever one of those weapons is used against a target adjacent to the character, the area of effect is reduced to affect only 3 other squares adjacent to it (the 3 squares, along with the square where the target is, must form a 10-ft square)

In addition, if the shots of those weapons are made against the square and not a target occupying it, the target takes only 1/2 damage from the shot and can attempt the same Reflex save that adjacent creatures get to avoid the damage.

Sniper Rifles: Considered as the most deadly and dangerous of hand-held weapons, sniper rifles have an extremely low rate of fire but possess pin-point accuracy even at extremely long ranges. They are ideal to kill enemies at a large distance (which many refer to as "sniping" an enemy) or to ambush them from places that confuse them.

Melee Weapons: Blades, staffs, knuckles, hammers, bats, and even improvised weapons such as tables, chairs or containers, are all considered melee weapons. They are rarely used because others weapons are far more useful. Everyone is considered to be proficient with melee weapons.

Unarmed Strikes: Although not weapons themselves, any creature can make unarmed strikes. Everyone is considered to be proficient with unarmed strikes. See Combat for more information on these types of attacks.

Ammunition: All weapons, with the exception of melee weapons, require ammunition. However, the concept of ammunition has evolved. It is no longer a small object to be fired by the weapon. Weapons in the galaxy use mass accelerator technology. The guns shave a bullet the size of a grain of sand off a dense block of metal stored in the gun, decrease its mass with a mass effect field, and fire the projectile at supersonic velocities. Thus a weapon's ammunition is virtually unlimited.

There is a catch, however: the mass accelerators within the weapons over-heat with ease. Initially, this problem was largely ignored and most simply waited for weapons to cooldown to be able to fire them again. But because this made the weapon useless for more than half a minute (which can be an eternity during a firefight) and because every time they overheated the circuits became more and more damaged, a new technology was developed: *thermal clips*. These were created by the Geth to serve as heat sinks for any weapon. Since any normal soldier can easily swap a thermal clip in a few seconds, this technology was quickly copied by all other races. Whenever a thermal clip is exhausted it means the weapon has already consumed the clip and has overheated, but inserting a new thermal clip (and thus a new heat sink) immediately cools the weapon and allows it to fire once more.

Now, instead of reloading a weapon to have more projectiles to fire, characters reload the weapon every time a thermal clip is expended. And it didn't took a standard galactic year for soldiers to call a thermal clip as an ammo clip because for each weapon thermal clip allows a character to fire a specific number of shots, as if it was a normal ammo clip.

Thermal clips are a small round-like cylinder of orange color, 2 inches long and with 1 inch in diameter. Characters can carry up to 12 Thermal Clips in special pockets made in armors, in addition to those in each weapon's chamber. Some armor upgrades allow them to carry more Thermal Clips (see Armor Upgrades below).

A Thermal Clip has no significant weight and 1 clip costs 1 credit. Because thermal clips are extremely common and always in high demand, this price has been constant throughout the entire galaxy.

Weapon Size: Weapons can be wielded by any creature of any sizes that has fingers capable of handling the weapon a pulling the trigger. Even Geth Primes, which are Large creatures, use normal assault rifles. Small creatures, however, use weapons adapted for them, which deal the lower damage but cost the same. This is because it is expensive to make smaller weapons while maintaining the normal range, rate of fire, recoil, clip size, and so on. The only thing unable to maintain is the weapon's power. A Medium or larger creature cannot use weapons designed for Small-sized creatures and vice-versa.

The object size of a weapon varies with weapon types: pistols are tiny objects. Submachine guns, Assault Rifles and Shotguns are small objects. Sniper Rifles are medium objects. Melee weapons are usually tiny or small objects, or have the same size of the object that is used as an improvised weapon.

Holstering Weapons: All non-melee weapons have two forms: the normal, firing capable form, or another collapsed form that allows for easy storage in a character's armor (in the back or the sides). Holstered weapons never risk falling off and despite being exposed the game considers that nothing can affect them until they are being held. GM's, however, may apply different rules and decide than in certain occasion a holstered weapon might be damaged for some reason.

Weapon Encumbrance: Any character can carry up to one pistol, one shotgun, one submachine gun, one assault rifle, one sniper rifle and one heavy weapon. Holstering or picking up weapons requires you to spend one action. Weapons weight the same even in collapsed form.

Melee weapons may be holstered to be carried on the back or waist but doing so occupies the slot of another weapon.

Weapon Qualities

When selecting your character's weapons, keep in mind the following factors.

Cost: This value is the weapon's cost in credits. The cost includes miscellaneous gear that goes with the weapon, such as a holster.

Damage: The Damage columns give the base damage you deal with the weapon with each successful shot. There are two columns for damage: one for Small-sized creatures and another for Medium or larger creatures.

Critical: The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, multiply the shot's base damage by two, three, four or five times, as indicated by its critical multiplier. Some bonuses to damage, added by powers, abilities or upgrades, may also be multiplied this way. See Critical Hits and Critical Failures to learn more about critical hits.

Strength Needed: Not every character can use every weapon. Some are so powerful that unless a character has enough strength to hold the weapon and fire it, his shot will likely be disrupted by the weapon's kick. So in order to use the weapon normally, a character must have the Strength indicated in this column. Characters without this Strength score can still fire the weapon but will take a penalty on all attack rolls (made with that weapon) equal to the difference between the needed score and their own. So a character with Strength 12 firing a M-98 Widow sniper rifle, that requires a Strength score of 16, will take a -4 penalty on the attack (16 – 12 = 4).

Rate of Fire: This column indicates the number of shots a character can fire with each attack action. The entries indicate the mode of fire of the weapon followed by a number indicating how many rounds it shoots. The modes of fire are as follows:

SS – Single Shot. The weapon is only capable of firing one shot with an attack action. Single Shot weapons can only fire one shot per round, regardless of their ammo clip size

SA – Semi-Automatic. The weapon can fire several shots with an attack action but usually not as many as an automatic weapon. Semi-Automatic weapons can also fire in SS mode.

B – Burst. The weapon automatically fires a specific number of shots with each attack action. This means weapons with B mode cannot fire in SS mode.

A – Automatic. The weapon can fire several shots with an attack action. Automatic weapons can also fire in SS mode.

See the Combat chapter for more information on RoF and the attack actions available for each mode of fire.

Recoil: This column indicates the penalty to attack imposed by the weapon's recoil. See the Combat chapter for more information.

Ammo Clip: This column indicates the number of shots a character can fire, with the weapon, before a new Thermal Clip needs to be reloaded. It requires 1 action to reload a new clip.

Range Increment: Any attack at equal or less than this distance is not penalized for range, so a shot from a Carnifex Pistol (range increment 50 feet) can strike at enemies up to 50 ft away or closer with no penalty. However, each full range increment imposes

Weapons	Cost	Damage		Critical	Str Needed	Rate of Fire	Recoil	Ammo Clip	Range (ft)	Weight (lb)	
		Small	Medium							Small	Medium
Pistols											
Acolyte[1]	4,565	1d10	1d12	×3	8	SA 1	-3	3	30	2	3
Arc Pistol[1]	1,685	1d5/1d10	1d6/1d12	×2	11	SA 2	-2	18	30	6	8
Executioner Pistol[1]	4,375	3d5	3d6	×3	12	SS	None	1	50	5	6,5
M-3 Predator	225	1d5	1d6	×2	7	SA 2	-2	15	30	2	3
M-5 Phalanx[1]	1,670	1d5	1d6	×2	8	SA 2	-3	12	30	2	3
M-6 Carnifex[1]	2,255	1d10	1d12	×3	9	SA 1	-3	6	50	4	5
M-77 Paladin[1]	3,735	2d5	2d6	×3	9	SA 1	-3	4	50	4	5
M-358 Talon[1]	3,130	1d10	1d12	×3	11	SA 2	-2	4	20	6	8
N7 Eagle[1]	2,055	1d4	1d6	×3	9	A 3	-3	18	30	2	3
Scorpion[1]	2,510	1d10	1d12	×2	11	SA 1	-1	7	30	6	8
Rozerad[1, 3]	1,530	1d3	1d4	×2	8	A 2	-2	70	50	3	4
Sidewinder[3]	575	1d8	1d10	×2	10	SA 1	-2	6	50	4	5
Ushior[3]	780	3d5	3d6	×2	12	SS	None	1	50	8	10
Submachine Guns[1]											
Blood Pack Punisher	4,315	1d4	1d6	×2	13	A 7	-5	40	40	6	8
Collector SMG	11,670	1d6	1d8	×2	13	A 8	-4	40	40	5	7
Geth Plasma SMG	3,060	1d3	1d4	×2	12	A 12	-4	100	40	4,5	6
M-4 Shuriken	1,635	1d4	1d6	×2	7	B 6	-3	36	50	3	4
M-9 Tempest	525	1d3	1d4	×2	9	A 10	-4	50	40	3	4
M-12 Locust	3,800	1d4	1d5	19-20/×2	9	A 5	-3	20	60	3,5	5
M-25 Hornet	6,260	1d5	1d6	19-20/×3	13	B 3	-5	24	70	5	7
N7 Hurricane	10,640	1d6	1d8	×2	13	A 10	-5	40	50	4,5	6
Equalizer	2,910	1d5	1d6	×2	10	A 5	-2	42	40	6	8

Weapons	Cost	Damage		Critical	Str Needed	Rate of Fire	Recoil	Ammo Clip	Range (ft)	Weight (lb)	
		Small	Medium							Small	Medium
Assault Rifles[2]											
Adas Anti-Synthetic Rifle[1]	9,810	1d8	1d10	×2	14	A 3	-5	24	60	10	14
Chakram Launcher[1]	2,725	1d3/1d5/ 2d5	1d4/1d6/ 2d6	×2	12	SA 1	-1	4	60	4,5	6
Collector's Assault Rifle[1]	3,560	1d3	1d4	×2	13	A 4	-2	28	60	7,5	10
Geth Pulse Rifle	4,815	1d3	1d4	×3	13	A 8	-2	80	60	6	8
M-8 Avenger	400	1d3	1d4	×2	11	A 4	-3	30	60	5	7
M-15 Vindicator	605	1d5	1d6	×2	11	B 3	-4	24	70	5	7
M-37 Falcon[1]	3,805	2d5	2d6	×3	14	A 1	-3	4	60	5	7
M-55 Argus[1]	3,565	1d8	1d10	×2	14	B 3	-3	21	70	6	8
M-76 Revenant[1]	4,250	1d5	1d6	×2	14	A 6	-5	60	70	7,5	10
M-96 Mattock	1,265	1d6	1d8	×3	12	SA 2	-2	16	70	6,5	9
M-99 Saber[1]	5,435	1d10	1d12	19-20/×3	14	SA 1	-4	8	100	8	11
N7 Typhoon[1]	7,500	1d5	1d6	×2	15	A 6	-4	100	60	13	18
N7 Valkyrie	710	1d6	1d8	×2	13	B 2	-3	16	70	6,5	9
Particle Rifle[1]	3,815	1d3/1d5	1d4/1d6	×2	12	A 6	-1	36	80	5	7
Phaeston	1,870	1d4	1d5	×2	13	A 5	-2	50	60	5	7
Striker Assault Rifle[1]	5,000	1d8	1d10	×3	13	A 2	-4	12	60	11	15
P.A.W.[1,3]	3,175	1d4	1d5	×3	13	A 5	-2	25	60	13	18
Sandstorm[3]	490	1d6	1d8	×2	13	SA 2	-2	12	60	12	17
Soned[1,3]	5,600	1d4	1d5	×2	15	A 10	-4	120	60	24	30
Sweeper[1,3]	2,600	1d5	1d6	×3	12	B 3	-1	18	50	9	12
Thokin[1,3]	2,950	1d4	1d5	×2	11	A 5	-3	20	60	11	15
Zalkin[1,3]	2,500	1d5	1d6	×2	12	SA 3	-3	24	50	9	12
Shotguns[1, 2]											
AT-12 Raider	16,700	3d5	3d6	19-20/×3	14	SA 2	-4	2	15	10	13
Disciple	1,270	2d3 (+1d3)	2d4 (+1d4)	×3	12	SA 2	-4	4	25	6	8
Geth Plasma Shotgun	6,685	3d3/5d3	3d4/5d4	×2	13	SA 1	- 3/5	5	45	8	11
Graal Spike Thrower	1,745	1d6/2d6	1d8/2d8	×3	13	SS	None	3	40	7,5	10
M-11 Wraith	5,080	3d5	3d6	×3	13	SA 1	-5	2	25	7,5	10
M-22 Eviscerator	3,625	2d6	2d8	×3	15	SA 1	-4	3	30	7,5	10
M-23 Katana	365	2d5	2d6	×3	12	SA 1	-4	5	20	7,5	10
M-27 Scimitar	720	1d8	1d10	×2	11	A 2	-5	8	25	7,5	10
M-300 Claymore	9,740	3d6	3d8	×4	16	SS	None	1	25	11	15
N7 Crusader	3,925	2d4	2d6	×3	14	SA 2	-4	4	40	9	12
N7 Piranha	17,290	3d5	3d6	×3	15	A 2	-4	8	20	11	15
Reegar Carbine	3,200	1d3	1d4	×2	14	A 5	0	22	30[Sp]	7,5	10
Venom Shotgun	8,775	3d5	3d6	×3	13	SA 1	-4	4	50	10	13
Dahn[3]	11,210	4d8	4d10	×2	13	SA 1	-1	2	15	11	15
Hesh[3]	2,965	1d8	1d10	×3	13	SA 3	-5	10	40	14	20
Ruzad[3]	5,645	3d4	3d6	×3	15	SA 1	-3	3	30	14	20
Scattershot[3]	5,310	1d6	1d8	×2	12	SA 2	-3	10	30	12	17

Weapons	Cost	Damage		Critical	Str Needed	Rate of Fire	Recoil	Ammo Clip	Range (ft)	Weight (lb)	
		Small	Medium							Small	Medium
Sniper Rifles[2]											
Black Widow[1]	37,135	4d5	4d6	×4	16	SA 1	-2	3	300	19	25
Collector Sniper Rifle[1]	7,875	2d5	2d6	×2	14	A 7	-4	35	150	7,5	10
Javelin[1]	27,150	4d5	4d6	×4	16	SS	None	1	200	14	20
Kishock Harpoon Gun[1]	12,400	1d6/2d6 (+1d5)	2d8/3d8 (+1d8)	×3	15	SS	None	1	70	13	18
Krysae Sniper Rifle[1]	12,125	3d6	3d8	×2	15	SA 1	-1	3	140	13	18
M-13 Raptor	3,100	3d3	3d4	×2	13	SA 5	-2	15	130	10	14
M-29 Incisor	5,040	3d3	3d4	×3	12	B 3	-3	15	160	10	14
M-90 Indra	3,405	2d6	2d8	×2	13	A 3	-1	25	70	10	14
M-92 Mantis	850	3d6	3d8	×2	13	SS	None	1	200	10	14
M-97 Viper[1]	3,450	2d8	2d10	×3	13	SA 2	-2	6	150	10	14
M-98 Widow[1]	35,400	3d8	3d10	×4	16	SS	None	1	300	24	30
N7 Valiant	10,615	3d5	3d6	×3	15	SA 2	-1	3	140	10	14
Inferno[1, 3]	10,575	3d4	3d5	19-20/×3	14	SA 2	-2	5	150	16	22
Isharay[1, 3]	31,780	3d10	3d12	19-20/×3	15	SS	None	1	200	19	25
Lanat[1, 3]	3,710	3d5	3d6	×2	14	SA 1	-2	2	120	19	25
Naladen[1, 3]	3,675	2d10	2d12	×2	15	SA 1	-2	4	120	21	27
Shadow[1, 3]	2,345	2d3	2d4	×2	14	A 5	-1	40	150	21	27
Vanquisher[3]	1,730	3d5	3d6	×2	14	SA 1	-2	4	200	15	21
Melee Weapons[1]											
Light Melee Weapons	100	1d5	1d6	×2	–	–	–	–	10	0,5	1
Heavy Melee Weapon	200	2d4	2d6	19-20/×2	–	–	–	–	–	4	5
Two-Handed Melee Weapon[2]	400	2d6	2d8	19-20/×2	–	–	–	–	–	4	5
Piece of glass	–	1d2	1d3	×3	–	–	–	–	–	–	–
Bat, pipe or knuckle	30	3d3	3d4	×2	–	–	–	–	–	2	3
Chain	50	1d6	1d8	×2	–	–	–	–	10	1	2
Chair/small container	–	1d8	1d10	×2	–	–	–	–	10	Varies	Varies
Table/medium container	–	2d6	2d8	×2	–	–	–	–	10	Varies	Varies
Krogan Battle Hammer[2]	2,750	2d6	2d8	×3	–	–	–	–	–	9	12
Nightshade Blades	550	1d4	1d6	18-20/×2	–	–	–	–	–	0,5	1
N7 Shadow Blade	1,550	1d6	1d8	19-20/×2	–	–	–	–	–	4	5
N7 Slayer Blade	1,550	1d6	1d8	19-20/×2	–	–	–	–	–	4	5

1. This weapon has special rules. See its extended description to learn about them
2. Requires the use of two hands to fire the weapon
3. This weapon is specific to Andromeda and can only be used in campaigns set in that galaxy

a cumulative – 3 penalty on the attack roll. A Carnifex Pistol firing at a target 180 ft away suffers a –9 penalty on the attack roll (–3 × 3, because 180 ft is at least three range increments but not four). A thrown weapon, such as a grenade has a maximum range of 5 range increments. A projectile weapon, such as an assault rifle, can shoot up to 12 range increments. Snipers can shoot up to 30 range increments.

Weight: This entry gives the weight of the weapon.

There are two columns for weight: one for weapons used by Small-sized characters, and the other for weapons used by Medium-sized or larger characters.

Variants

Each weapon can be upgraded up to a maximum of 5 times. Upgrading the weapon increases its Variant version (they start at Variant I). Each upgrade brings a specific number of benefits:

- They reduce the weapon's weight.
- They can reduce the charging time of some weapons.
- They can increase rate of fire.
- They can reduce the recoil penalty the character suffers on his attack actions (please note this reduction does not affect weapon's base recoil, it affects the total recoil penalty. Example: a character uses an M-8 Avenger type II to perform a Full-Auto Fire action. In the first attack action, the recoil penalty will be -2 (-3 from weapon, with that penalty being reduced by 1 due to variant II benefits). In the second attack action the penalty will be -5 (twice -3, the weapon's base recoil, with that penalty being reduced by 1 due to variant II benefits). In the third it will be -8 (three times -3, the weapon's base recoil, with that penalty being reduced by 1 due to variant II benefits).
- They can increase critical threat range of the weapon.
- They can increase critical multiplier of the weapon.
- They can increase the range of the weapon.
- The variant II, IV and VI also increase the damage done with each shot by +1 (so it becomes +3 with variant VI).
- Etc.

Variants are software upgrades for each weapon, bought at shops or found during adventures. Once a variant is purchased, the character needs to spend an hour upgrading the weapon. Once upgraded, the market price of the weapon increases by an amount equal to the variant's cost.

In order to buy a specific variant, the character must already possess the previous variant. Example: in order to buy the Variant IV of an M-3 Predator pistol, the character must have bought the pistol as well as that pistol's variant II and III.

The cost of a variant is always equal to the previous variant cost +15% of that cost. Variant II costs always the normal weapon's cost + 15% that cost. Round normally.

Melee weapons do not possess variants.

Each variant and its benefits are present in the previous tables.

Weapon Description

Acolyte: Designed for asari resistance, the Acolyte's barrels fire advanced ammunition similar to that of an impact-triggered resonant warp bomb, which has a devastating effect on shields and biotic barriers. The specialized nature of the warp field means it does not pierce armor as effectively, but the shooter's biotics are expected to make up for this shortcoming.

The Acolyte deals +2 extra damage against Shield HP and Barrier effects per shot (this damage is multiplied on a critical hit) but against Plating HP deals -2 damage per shot (this damage is not multiplied on a critical hit). Against Reaper units and unprotected synthetics/mechs it also deals +1 extra damage per shot (multiplied on a critical hit).

In addition, the shot's explosion can momentarily daze the

Pistols	Variant type				
	II	III	IV	V	VI
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
Acolyte	–	Total recoil penalty reduced by 1 Increase DC by 2	Charge requires no actions	Increase DC by 2	+1 critical threat range Increase DC by 2
Arc Pistol	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	Charge requires no action
Executioner Pistol	–	–	+1 critical threat range	–	+1 bonus damage
M-3 Predator	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-5 Phalanx	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-6 Carnifex	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-77 Paladin	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-358 Talon	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
N7 Eagle	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
Scorpion	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
Rozerad	–	Increase RoF by 1	Total recoil penalty reduced by 1	Increase RoF by 1	+1 critical threat range
Sidewinder	–	Total recoil penalty reduced by 1		Increase RoF by 1	+1 critical threat range
Ushior	–	+1 critical threat range	Increase range by +10 ft		Increase critical multiplier by 1

Submachine Guns	**Variant type**				
	II	**III**	**IV**	**V**	**VI**
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
Blood Pack Punisher	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
Collector SMG	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
Geth Plasma SMG	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-4 Shuriken	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-9 Tempest	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-12 Locust	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
M-25 Hornet	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
N7 Hurricane	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
Equalizer	–	Total recoil penalty reduced by 1	Increase range by +10 ft	Increase RoF by 1	+1 critical threat range

Assault Rifles	**Variant type**				
	II	**III**	**IV**	**V**	**VI**
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
Adas Anti-Synthetic Rifle	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Chakram Launcher	–	Total recoil penalty reduced by 1	–	+1 critical threat range	Charge requires 1 less action (min 0 actions)
Collector's Assault Rifle	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Geth Pulse Rifle	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-8 Avenger	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-15 Vindicator	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-37 Falcon	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-55 Argus	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-76 Revenant	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-96 Mattock	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
M-99 Saber	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
N7 Typhoon	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
N7 Valkyrie	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Particle Rifle	–	–	+1 critical threat range	–	Increase RoF by 1
Phaeston	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
Striker Assault Rifle	–	Total recoil penalty reduced by 1	Increase RoF by 1	Total recoil penalty reduced by 1	+1 critical threat range
P.A.W.	–	Increases ammo clip by +5	Double cooldown speed (40%)	Total recoil penalty reduced by 1	+1 critical threat range

Assault Rifles	**Variant type**				
	II	**III**	**IV**	**V**	**VI**
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
Sandstorm	–	Total recoil penalty reduced by 1		Total recoil penalty reduced by 1	+1 critical threat range
Soned	–	Total recoil penalty reduced by 1		Total recoil penalty reduced by 1	+1 critical threat range
Sweeper	–		Increases ammo clip by +6	Increase RoF by 1	+1 critical threat range
Thokin	–	Total recoil penalty reduced by 1		Total recoil penalty reduced by 1	+1 critical threat range
Zalkin	–	Total recoil penalty reduced by 1	Charged fires Burst 4 shots	Increase RoF by 1	Charge requires 1 less action (min 0 action)

Shotguns	**Variant type**				
	II	**III**	**IV**	**V**	**VI**
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
AT-12 Raider	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
Disciple	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
Geth Plasma Shotgun	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	Charge requires no action
Graal Spike Thrower	–	Increase range by 5 ft	–	Charge requires no action	+1 critical threat range
M-23 Katana	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
M-27 Scimitar	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
M-300 Claymore	–	Extra damge for close range becomes +1d8 instead of +1d6	–	Increase range by 5 ft	+1 critical threat range
M-22 Eviscerator	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
M-11 Wraith	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
N7 Crusader	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
N7 Piranha	–	Total recoil penalty reduced by 1	–	Increase RoF by 1	+1 critical threat range
Reegar Carbine	–	Increase range by 5 ft	–	Increase range by 5 ft	+1 critical threat range
Venom Shotgun	–	Total recoil penalty reduced by 1	–	Charge requires no actions	+1 critical threat range
Dahn	–	Increase range by 5 ft	–	Increase range by 5 ft	+1 critical threat range
Hesh	–	Total recoil penalty reduced by 1	–	Increase range by 5 ft	+1 critical threat range
Ruzad	–	Total recoil penalty reduced by 1	–	+1 to melee damage	+1 critical threat range
Scattershot	–	Total recoil penalty reduced by 1	Double cooldown speed (40%)	Increase range by 5 ft	+1 critical threat range

Sniper Rifles	**Variant type**				
	II	**III**	**IV**	**V**	**VI**
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
Black Widow	–	–	+1 critical threat range	–	Increase critical multiplier by 1
Collector Sniper Rifle	–	–	+1 critical threat range	Total recoil penalty reduced by 1	Increase critical multiplier by 1
Javelin	–	–	+1 critical threat range	–	Increase critical multiplier by 1
Kishock Harpoon Gun	–	–	+1 critical threat range	–	Increase critical multiplier by 1
Krysae Sniper Rifle	–	–	+1 critical threat range	–	Increase critical multiplier by 1
M-13 Raptor	–	–	+1 critical threat range	Total recoil penalty reduced by 1	Increase critical multiplier by 1
M-29 Incisor	–	–	+1 critical threat range	Total recoil penalty reduced by 1	Increase critical multiplier by 1

Sniper Rifles	Variant type				
	II	III	IV	V	VI
	Each additional variant reduces weight by 5% (total -25% weight at variant VI). Do not round the result				
M-90 Indra	–	–	+1 critical threat range	–	Increase critical multiplier by 1
M-92 Mantis	–	–	+1 critical threat range	–	Increase critical multiplier by 1
M-97 Viper	–	–	+1 critical threat range	–	Increase critical multiplier by 1
M-98 Widow	–	–	+1 critical threat range	–	Increase critical multiplier by 1
N7 Valiant	–	–	+1 critical threat range	–	Increase critical multiplier by 1
Inferno	–	Increases ammo clip by +6	Total recoil penalty reduced by 1	–	Increase critical multiplier by 1
Isharay	–		+1 critical threat range	–	Increase critical multiplier by 1
Lanat	–	Total recoil penalty reduced by 1	+1 critical threat range	–	Increase critical multiplier by 1
Naladen	–	–	Increase splash radius tby 5 ft	–	Splash damage increased to full damage
Shadow	–	Total recoil penalty reduced by 1	+1 critical threat range	–	Increase critical multiplier by 1
Vanquisher	–	–	+1 critical threat range	Total recoil penalty reduced by 1	Increase critical multiplier by 1

target, forcing him to make a Fortide save DC 15 or be dazed for 1 action (the target's next action). Cumulative hits require additional saves but the daze duration does not stack.

The weapon has two major problems:

- First its shots travel somewhat slowly, and so the targets gain double movement bonus to Defense.
- The second problem is that the weapon needs to be charged before it can fire. It takes 1 action to charge the weapon. Once charged, the weapon can fire until its current Thermal Clip is exhausted or replaced, after which it must be charged once more.

This weapon is only available in campaigns set during or after the events of ME3.

It is 11 inches long in its normal form.

Acolyte Pistol

Adas Anti-Synthetic Rifle: Named in memory of the quarians killed in the Morning War on the planet Adas, this weapon's electrical attack has been optimized for medium- to long-range firefights. Alliance marines take issue with calling it a "rifle" since, technically, it has no rifling in its barrel. The quarians shrug this off, as quarian weapon terminology rarely translates flawlessly into human languages.

The Adas is without doubt one of the deadliest assault rifles against those who rely too much on technology. The weapon deals +2 bonus damage per shot against Reaper units and unprotected synthetics/mechs (multiplied on a critical hit). In addition it also deals +1 bonus damage per shot against Shield HP.

The EMP-charged bursts fired by this weapon deals damage not only to the target but also to anyone adjacent. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 2 ft and 8 inches long in its normal form.

At-12 Raider: Carried by the batarian military's notorious Special Intervention Unit, the Raider is a semi-automatic shotgun that loads slowly but fires rapidly, with tremendous force. Short-range even for a shotgun, the Raider has a large pellet spread. Rather than eliminating recoil, its integral compensators instead make it predictable and vertical.

Being a shotgun, the AT-12 Raider deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, when used to attack a creature within range, the shots of the AT-12 Raider scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

In addition, shots made within range have their critical threat range increased by 1.

The main drawback of the AT-12 Raider is that the shots quickly lose their stopping power. For attacks made outside range (by using range increments), the weapon deals -1d6 points of damage per shot. Combined with the lowest range in its class, this makes the AT-12 Raider a poor versatile weapon for long range encounters.

Batarian characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft long in its normal form.

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 3 ft and 6 inches long in its normal form.

Blood Pack Punisher: The Punisher features a secondary barrel that fires one armor-piercing round per main-barrel burst. It was developed by Blood Pack gunsmiths who found that their vorcha recruits frequently forgot to optimize ammo loads in the heat of combat. This configuration makes the process automatic and highly effective at penetrating armor.

The Blood Pack Punisher deals +1 extra damage against Plating HP per shot (this damage is multiplied on a critical hit)

The Blood Pack Punisher's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

This weapon is banned from Citadel Space so using it could pose judicial problems.

It is 1 feet long in its normal form.

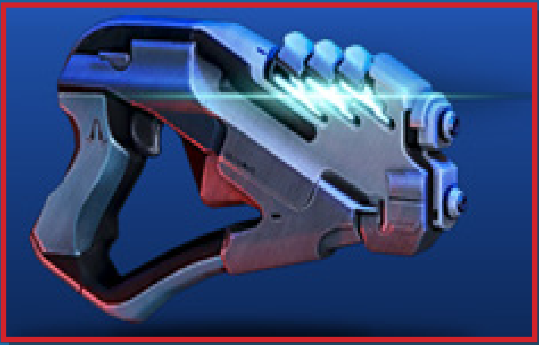
Arc Pistol: An innovation of the quarian Admiral Daro'Xen, the Arc Pistol is a scaled-down Arc Projector that only requires thermal clips, to solve its power problems. The Arc Pistol uses a nonvisible laser to ionize the air and create a path for a high-ampere electric shock. For a more damaging blast, it can be charged up.

To charge the weapon, the character must spend 1 action. Once charged, the weapon deals 1d12 damage instead of 1d6 (for Medium-sized or larger characters). However, each shot consumes 3 ammo from the ammo clip, instead of just 1 when it fires charged. The charge lasts only for the next attack action.

This weapon is only available in campaigns that occur after the events of Mass Effect 3.

Quarian characters gain a +1 bonus to attack rolls made with this weapon.

It is 1 feet and 1 inch long in its normal form.


Arc Pistol

Black Widow: The Alliance wanted to reduce the reload time of the original M-98 Widow sniper rifle, without sacrificing its stopping power. The solution was to increase the number of shots the gun could fire before it needed a fresh thermal clip. Heavy for a sniper rifle, the Black Widow's firepower more than compensates for its encumbrance.

The Black Widow's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

Chakram Launcher: The fancifully named Chakram Launcher uses an internal fabricator to manufacture lightweight ammunition discs wrapped in holographic tracers. The discs explode on impact, sending shrapnel tearing through the enemy. Markings stamped on the gun's barrel are a shipping code created by its manufacturer, Ama-Lur Equipment. The code warns that the rifle must be assembled carefully, as it contains mixtures extremely volatile under pressure. This is why the Chakram Launcher requires thermal clips: without a way to dissipate the intense heat caused by its fabrication process, the rifle's circuitry would quickly destroy itself in a spectacularly lethal meltdown.

The Chakram Launcher has a unique charging system. A character can spend 1 action to charge the weapon allowing it to deal 1d6 damage with each shot, instead of 1d4 (for Medium-sized or larger characters), during the next attack action. But the character can instead spend 2 actions charging the weapon so that instead of dealing 1d4 or 1d6 it deals 2d6 (for Medium-sized or larger characters), during the next attack action. These charged shots do not consume additional ammo from the clip.

Due to the nature of the projectile shot, the weapon cannot pierce through objects, despite whatever Ammo power or upgrade that would otherwise allow such piercing ability.

It is 2 ft and 2 inches long in its normal form.

Collector Assault Rifle: The Collector Assault Rifle uses the same principles as a human assault rifle, but its organic components clearly set it apart. Its power source appears to be an internal organ with biotic capacitance; its ammunition resembles pellets of metallic enamel that strip shields off enemies with deadly efficiency.

The Collector Assault Rifle deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit).

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 2 ft and 6 inches long in its normal form.

Collector SMG: This short weapon is a hybrid of mechanical and organic parts, some more advanced than the Collector assault rifle. It vents heat automatically rather than requiring thermal clips and, when wielded by a Collector, extends a neural link to their skin at the wrist. Its ammunition is effective against armor and low recoil makes it a good weapon for sustained suppression.

The first major difference is that the weapon resembles weapons of the old firing system, where there were no thermal clips. A Collector SMG possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

In addition, the Collector SMG deals +1 extra damage against Plating HP per shot (this damage is multiplied on a critical hit)

Blood Pack Punisher Submachine Gun

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 1 feet and 1 inch long in its normal form.

Collector Sniper Rifle: This weapon's long-range particle beam is capable of sustained fire, allowing it to switch between anti-personnel or anti-materiel roles just by holding down the trigger. This rifle does not accept thermal clips, instead cooling down by venting heat into a liquid-containing sleeve that radiates it through the fin-like protuberances on its barrel.

The first major difference is that the weapon resembles weapons of the old firing system, where there were no thermal clips. A Collector Sniper Rifle possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system..

In addition, the wielder of this weapon can use a free action to have the weapon deal +1 extra damage against Plating HP per shot (this damage is multiplied on a critical hit) or have it deal +1 extra damage against unprotected organics per shot (this damage is multiplied on a critical hit).

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 3 ft and 2 inches long in its normal form.

Disciple: Originally handcrafted for the exclusive use of justicars, the Disciple Shotgun's schematics were finally released to asari commandos after centuries of negotiation. The Disciple uses shells packed with microscale submunitions to deal staggering amounts of damage.

Being a shotgun, the Disciple deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot.

In addition, attacks made with the Disciple have a lingering effect, dealing an additional 1d4 points damage at the beginning of the target's next action. Multiple attacks stack this damage.

It is 1 ft and 9 inches long in its normal form.

Executioner Pistol: Invented by Blood Pack weapons experts, the first Executioner was improvised using spare parts and scrap metal during an Omega territory dispute. The result was a hand-held cannon able to fire high-impact armor-piercing slugs, although only one at a time due to its limited heatsink. Many Blood Pack mercs carry an Executioner as backup in case they get pinned down, but some enthusiasts prefer it as their primary gun, sticking to the one-shot-one-kill approach.

The Executioner Pistol's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

In addition, the Executioner Pistol deals extra +2 damage with each shot against Plating HP (multiplied on a critical hit).

It is 1 feet and 1 inch long in its normal form.

Geth Plasma Shotgun: This three-barreled geth weapon fires miniature but potent cluster rounds of superconducting projectiles and has a longer range than standard shotguns. A two-stage trigger system allows for either quick-fire capacitors or a charge-

and-release attack to electrify the projectiles as they exit the weapon. As the rounds hit the target, they fragment and electricity arcs between the pieces, flash-converting the air to conductive plasma. The resulting impact, heat, and electrical charge overloads shields and barriers and causes massive trauma to unarmored targets.

When used to attack a creature within range, the shots of the Geth Plasma Shotgun scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

In addition, the Geth Plasma Shotgun deals extra +2 damage with each shot against unprotected organic targets (multiplied on a critical hit)

The Geth Plasma Shotgun can also be charged to deal greater damage. To charge the weapon the character must spend 1 action. Once charged, the shots made in the next attack action deal 5d4 damage instead of 3d4 (for Medium-sized or larger creatures). Each shot fired while charge consumes 2 ammo from the ammo clip. This charge has a major drawback: the base recoil of the weapon increases to -5 instead of -3 when it fires charged.

Collector Assault Rifle

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft and 3 inches long in its normal form.

Geth Plasma SMG: Produced by the Geth, This submachine gun works on the same principles as the Spitfire: it shoots super conducting toroids that break apart on impact, retaining an electrical charge that flash-converts the shrapnel into plasma. Unlike the Spitfire, however, this smaller geth weapon has been modified to take thermal clips. Holding down the trigger speeds up its rate of fire, rapidly depleting the gun's heat sink in exchange for nearly continuous fire.

The Geth Plasma SMG deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit) but against Plating deals -1 damage per shot (this damage is not multiplied on a critical hit).

For each subsequent attack action made without pause, the weapon's RoF increases by +3. This means a character performing, for example, a Full-Auto Fire attack action would fire a number of shots equal to the weapon's normal RoF in the first attack action but in the second it would fire that amount +3 and in the third that amount +6. In addition, if in the following rounds the character continues to fire the weapon, the RoF continues to increase. So, in the same example, making another Full-Auto Fire attack action in the following round makes the weapon fire with a RoF equal to normal RoF +9 in the first attack action, normal RoF +12 in the second, and normal RoF +15 in the third.

In addition, when making attack actions in which the RoF was increased through this weapon's special feature, the total recoil penalty is reduced by 1. Unlike the RoF increase, this reduction is not cumulative.

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 1 feet long in its normal form.

Geth Pulse Rifle: Geth pulse rifles are comparable to a standard stock assault rifle, but finely balanced with low-recoil and incredibly high accuracy. The pulse rifle fires a rapid stream of light-weight slugs which are wrapped in a phasic envelope to increase their damage.

This weapon is only available in campaigns that occur after the events of Mass Effect 1.

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft and 8 inches long in its normal form.

Graal Spike Thrower: The Graal is one of a long line of krogan weapons used to hunt thresher maws. Its ammunition consists of oversized flechettes meant to pierce thresher hide and create deep wound channels leading to massive blood loss. For additional firepower, the weapon is double-barreled, and, as a last resort, possesses blades to cause internal injuries if the wielder is swallowed by the thresher. Using a Graal on a humanoid target has predictably grisly effects.

The Graal Spike Thrower can also be charged to deal greater damage. To charge the weapon the character must spend 1 action. Once charged, the shots made in the next attack action deal 2d8 damage instead of 1d8 (for Medium-sized or larger creatures). Firing charged shots does not consume additional ammo.

Because the Graal Spike Thrower projectiles travel somewhat slowly, the targets gain double movement bonus to Defense.

Krogan characters gain a +1 bonus to attack rolls made with this weapon.

It is 1 ft and 10 inches long in its normal form.

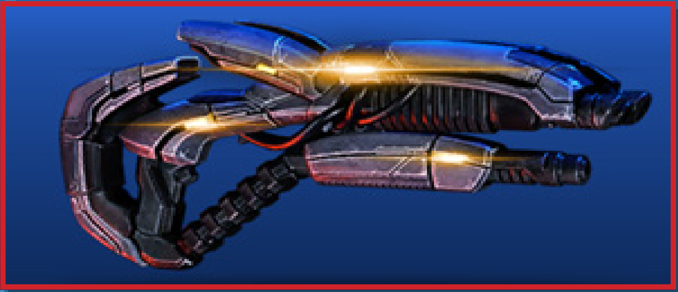
Javelin: Called the Javelin by Alliance marines, this geth weapon holds a reservoir of ferrofluid, magnetically drawn into the firing chamber and expelled at lethal speeds. Like a high-pressure water jet, the ferrofluid cuts through nearly anything it hits with so much heat that it resembles a beam of light, causing terrible wounds.

The Javelin's scope has enhanced visual feeds that make it easier to spot invisible or hidden targets, such as characters under the effect of the *Tactical Cloak* power. Against those targets, while using the *Aiming* action, the Javelin provides its wielder with a +10 bonus on Spot checks.

In addition, the weapon's shots are so powerful and over-heated that they also reduce the cover bonus to Defense of the target to 1/2, as the wielder of the Javelin is fully aware he can target thin spots of the target's cover in order to hit him.

Geth characters gain a +1 bonus to attack rolls made with this weapon.

It is 3 ft and 6 inches long in its normal form.



Geth Plasma Shotgun

Kishock Harpoon Gun: An Alliance captain on her fifth tour of the Terminus Systems once said that seeing a Kishock was the easiest way to tell if she was being attacked by batarian mercenaries or slavers, since "no bastard with a Kishock means to take you alive." This powerful sniper rifle fires a harpoon-like spike that causes massive internal bleeding, and its miniaturized disrupters will also destroy synthetics. The rifle's biggest drawback is that it must be reloaded after every shot, but for those with steady aim and good timing, one shot is enough.

The Kishock Harpoon Gun can be charged to deal greater damage. To charge the weapon the character must spend 1 action. Once charged, the shots made in the next attack action deal 3d8 damage instead of 2d8 (for Medium-sized or larger creatures). Firing charged shots does not consume additional ammo. In addition, firing charged increased the weapon's range to 100 ft instead of 70 ft.

In addition, attacks made with the Kishock have a lingering effect, dealing an additional 1d8 points damage at the beginning of the target's next action. Multiple attacks stack this damage.

This weapon's shots deal 1 extra point of damage against unprotected synthetics and organics.

The Kishock Harpoon Gun's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

On a successful critical hit, made with this weapon, the target is pushed back 1d2 squares (5 to 10 ft) and falls prone.

Because the Kishock Harpoon Gun projectiles travel somewhat slowly, the targets gain double movement bonus to Defense.

Batarian characters gain a +1 bonus to attack rolls made with this weapon.

It is 3 ft long in its normal form.

Krysae Sniper Rifle: This turian antimateriel rifle is modified to kill Reaper enemies. The Krysae's scope uses a rangefinder that adjusts to keep the target in proper proportion to the shooter, which comes in useful when the sniper is forced into close range. Its specialized ammunition is explosive. In a desperate move, the turians released its specifications over the extranet so that nearly anyone with a fabricator could manufacture this weapon to help the war effort.

The Krysae possesses several unique features:

Double-Shot: this feature allows the weapon to be charged with one action. The charge cannot be hold so once it is finished the wielder must spend the next action firing it or loses the charge. If he fires the weapon when charged, the weapon fires two shots with the highest attack bonus and no recoil penalty. The only problem is, the second shot consumes double ammo (so using this double-shot feature must always consume 3 ammo: on for the first shot, two for the second, thus expending the thermal clip).

Proximity Fuse: the explosive shots of this weapon damage to target anyone adjacent to him (damage dealt to adjacent creatures is the same as to the target). However, this proximity fuse causes the shots to explode when passing near an enemy. Because of this, when attacking, you have to draw a line between you and the target and determine which squares the line intersects (if the line touches a corner, all squares with that corner are considered as being intersected). If any enemy stands in one of those intersected squares, the fuse explodes dealing damage to that enemy and those adjacent to him (if there are several enemies in the intersected squares, the fuse explodes with the nearest enemy).

You do not need to see the enemy, so creatures that are hidden or invisible activate the fuse.

Reaper Bane: because this weapon was made to fight Reaper enemies, it deals an additional 2 points of damage per shot against Reaper units.

Because the Krysae Sniper Rifle projectiles travel somewhat slowly, the targets gain double movement bonus to Defense.

This weapon is only available in campaigns set during or after the events of ME3.

It is 3 ft and 4 inches long in its normal form.

M-3 Predator: A reliable, accurate sidearm. Manufactured by Elanus Risk Control, the Predator is valued as a powerful, deadly, and relatively inexpensive weapon. While it is not generally deployed in the military, it's still very popular in the Terminus Systems.

It is 1 feet long in its normal form.

M-4 Shuriken: As shields have grown in popularity, so has the popularity of submachine guns. Manufactured by the Elkoss Combine, the Shuriken Machine Pistol fires six-round bursts with a high rate of fire.

The M-4 Shuriken deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit) but against Plating HP deals -1 damage per shot (this damage is not multiplied on a critical hit).

It is 1 feet and 2 inches long in its normal form.

M-5 Phalanx: The M-5 Phalanx is the product of the Alliance's Offensive Handgun Project, a close-in weapon to be used with no loss of stopping power in comparison with a soldier's assault rifle. The Phalanx enjoys a ballistics advantage over most pistols. Civilian variants are often purchased by colonists on planets that have particularly dangerous big-game animals.

Graal Spike Thrower Shotgun

The M-5 Phalanx was designed to break Shield HP and synthetics/mechs so against them it deals +2 extra point of damage per shot (multiplied on a critical hit).

It is 1 feet long in its normal form.

M-6 Carnifex: A highly accurate and lethal pistol. The Carnifex is a favored sidearm of mercenary leaders and Eclipse mercenary tech specialists. An expensive but powerful weapon, its marketing materials feature a charging krogan with the slogan "Don't you wish Carnifex was at your side?"

The M-6 Carnifex was also designed to be most effective against Plating, dealing +1 extra damage per shot against that protection (multiplied on a critical hit).

It is 1 feet and 1 inch long in its normal form.

M-8 Avenger: The Avenger is a common, versatile, military-grade assault rifle manufactured by the Elkoss Combine. It's accurate when fired in short bursts, and deadly when fired on full auto. The modular design and inexpensive components of the Avenger make it a favorite of military groups and mercenaries alike. The rifle has a reputation for being tough, reliable, easy to use, and easy to upgrade.

It is 2 ft and 2 inches long in its normal form.

M-9 Tempest: Produced by Elanus Risk Control Services for the Eclipse mercenary band, the Tempest is an expensive but deadly addition to anyone's personal arsenal. This fully automatic submachine gun is punishing up close, but becomes less accurate at long range.

The M-9 Tempest deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit) but against Plating HP deals -1 damage per shot (this damage is not multiplied on a critical hit).

It is 1 feet and 2 inches long in its normal form.

M-11 Wraith: The Wraith is favored among mercenaries, pirates, and slavers in the Terminus systems. Its high-impact damage and sturdy construction make it a popular "quick-draw" shotgun. A variant of the M-22 Eviscerator, demand for the Wraith is higher than ever, even though the weapon is banned in Citadel space. In order to lighten its weight, the Wraith holds fewer shots than the Eviscerator.

Being a shotgun, the M-11 Wraith deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-11 Wraith scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

It is 1 ft and 9 inches long in its normal form.

M-12 Locust: The Kassa Fabrications Model 12 Locust is a compact submachine gun developed for the Alliance but now favored by gang enforcers and hitmen. Featuring a complex recoil-reducing mechanism and high-grade autotargeting software, the Locust delivers longer-range, more accurate fire than others in its class.

The M-12 Locust deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit) but against Plating HP deals -1 damage per shot (damage not multiplied on a critical hit).

In addition, when used for Two-Weapon Combat, the Two-Weapon Combat penalty is reduced by 1. Multiple sources that reduce this penalty stack.

It is 1 feet and 1 inch long in its normal form.

M-13 Raptor: The Raptor is a human version of a turian weapon developed for conflict on the low-gravity world Amar. Fighting at longer ranges than expected, the turians optimized a low-recoil, semi-automatic rifle with a scope, and issued it to their regular infantry, creating a hybrid weapon that was half-assault rifle and half-sniper weapon.

It is 3 ft long in its normal form.

M-15 Vindicator: A battle rifle that fires in three-round bursts. Favored by assassins and elite mercenaries, and deadly at any range. Manufactured by Elanus Risk Control Services for the Blue Suns mercenary group, the Vindicator is popular in the Terminus Systems.

It is 2 ft and 4 inches long in its normal form.

M-22 Eviscerator: The Lieberschaft 2180 shotgun, or "Eviscerator," is of human civilian design and has a unique ammunition generator. Where most modern firearms shave off chips or pellets from an ammunition block, the M-22 shaves off serrated metal edges designed to fly aerodynamically. This dramatically improves its armor-piercing capabilities, and its tight grouping ensures lethality at longer ranges than standard shotguns. This design violates several intergalactic weapons treaties, so the M-22 is not distributed to militaries.

Being a shotgun, the M-22 Eviscerator deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-22 Eviscerator scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

In addition, the M-22 Eviscerator shots deal 1 extra damage against platting.

It is 1 ft and 10 inches long in its normal form.

M-23 Katana: Manufactured by Ariake Technologies, the Katana is a common mercenary weapon, and is also popular on colonies with varren infestations. It's deadly at short range, but ineffective at long range.

Being a shotgun, the M-23 Katana deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-23 Katana scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

It is 1 ft and 8 inches long in its normal form.

Javelin Sniper Rifle

M-25 Hornet: The M-25 Hornet is a long-range submachine gun created by Cerberus. It is standard issue for Cerberus troops, who are trained to handle the recoil from the gun's three-round bursts. Cerberus designed the Hornet to conserve ammunition and provide cover-fire during prolonged conflicts.

The M-25 Hornet deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit).

This weapon is only available in campaigns that occur during or after the events of Mass Effect 3.

It is 1 feet and 2 inches long in its normal form.

M-27 Scimitar: Manufactured by Ariake Technologies, the Scimitar features twin mass effect generators, giving it a more rapid rate of fire than a traditional shotgun. This weapon was created for the Eclipse mercenary band, but is rapidly becoming popular with Blood Pack mercs as well.

Being a shotgun, the M-27 Scimitar deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-27 Scimitar scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

It is 1 ft and 11 inches long in its normal form.

M-29 Incisor: The Incisor is a sniper rifle designed to overload active defenses. Firing three rounds with each pull of the trigger, the Incisor was initially advertised as having negligible recoil, although under real combat conditions the second and third rounds frequently climb in difficulty. The noise of the burst is comparable to a single rifle shot in duration, making it no easier to locate the sniper by sound.

It is 3 ft long in its normal form.

M-37 Falcon: This Alliance rifle launches 25mm mini-grenades. Lighter and more accurate than most grenade launchers, the Falcon burns through specialized ammunition as well as standard thermal clips. A field fabrication kit generates this ammunition, leaving the clips as the rifle's only limitation.

M-3 Predator

Because the M-37 Falcon fires 25mm mini-grenades, it deals damage not only to the target but also to anyone adjacent. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

Since the M-37 Falcon fires mini-grenades, it can be used to fire on areas to which the character has no line of sight, but because doing so requires the shots to be arched, the weapon's range is reduced to 1/2 for those shots. Squares adjacent to whatever blocks line of sight cannot be targeted.

It is 2 ft and 6 inches long in its normal form.

M-55 Argus: The high-powered Argus rifle is an excellent close-range weapon, and its bursts of fire conserve ammunition during lengthy conflicts. Others across the galaxy are adopting the Argus as their standard rifle, for both its intimidation factor and suppression power.

A character under the effect of the Adrenaline Rush combat power and firing an M-55 Argus have the weapon's critical threat range increased by 1, while that power lasts.

It is 2 ft and 5 inches long in its normal form.

M-76 Revenant: The M-76 Revenant unleashes a storm of high-velocity slugs. It has low accuracy but a high thermal clip capacity, and packs considerable firepower. This custom-made machine gun features technology not widely available. Protected against replication by sophisticated Fabrication Rights Management (FRM) technology, only the richest and most powerful warlords can afford the Revenant.

Because the M-76 Revenant possesses technology similar to the one used for Light Machineguns, its reload time is slower. It takes 2 actions to reload an M-76 Revenant with a new thermal clip.

Due to its power, the weapon becomes deadly against unsuspected targets. When attacking a target while it is surprised (such as attacking from stealth), the weapon has its critical threat range increased by 1.

It is 2 ft and 6 inches long in its normal form.

M-77 Paladin: The Paladin is a reliable, durable weapon developed by law enforcement looking for a high-powered but easily concealed sidearm for undercover agents. Surprisingly small for its hitting power, the Paladin is a variant on the Carnifex pistol. While it has a smaller clip than the Carnifex, its shots are unquestionably more powerful.

The M-77 Palading deals +1 extra damage against Plating HP and against Shield HP per shot (this damage is multiplied on a critical hit)

It is 1 feet and 1 inch long in its normal form.

M-90 Indra: The Indra's low-powered scope leaves it most effective at medium range, but many soldiers believe this limitation is offset by the gun's rapid rate of fire. The Indra is the first military-grade, fully automatic sniper rifle. It has an extremely efficient heat-sink system that allows a surprisingly large number of shots to be fired before the weapon ejects its thermal clip.

It is 3 ft long in its normal form.

M-92 Mantis: The Mantis is a powerful sniper rifle able to take out most targets in a single shot. It's incredibly accurate at long range, but rate of fire is slow. Manufactured by Devlon Industries, the Mantis is primarily used by police and planetary militia groups.

It is 3 ft long in its normal form.

M-96 Mattock: Medium-range, semi-automatic rifle. The Mattock is a hybrid weapon with an assault rifle's low heat production and a sniper rifle's punch. Marksmen favor its increased power over that of an assault rifle to bring down hardened targets. Its lack of a full-auto setting is advertised as a feature rather than a shortcoming as it curbs a soldier's tendency to spray inaccurate fire under stress.

It is 2 ft and 1 inch long in its normal form.

M-97 Viper: The Viper is a semi-automatic, rapid-fire sniper rifle manufactured by Rosenkov Materials. Rosenkov developed a patented automated-release system that assists with thermal-clip ejection, shortening the Viper's reload time. This rifle is popular with military snipers, who appreciate a long-range gun that can snap off multiple shots in the blink of an eye.

The M-97 Viper's shots are weaker against Shield HP or Plating HP, dealing -1 point of damage per shot against those types of protection.

It is 3 ft and 3 inches long in its normal form.

M-98 Widow: The Widow Anti-Material Rifle is primarily used by sniper teams in assault missions against armored vehicles or krogan. While kinetic barriers offer effective protection on vehicles, the kind generated by conventional military field generators are far too weak against the Widow. However, the initial design of the M-98 Widow was of geth origins and its kick was strong enough to shatter the arm ofn organic. Several research firms spent a considerable fortune trying to redesign the Widow sniper rifle. Their goal was to retain the geth weapon's considerable firepower while reducing its recoil, so that the gun could be fired without breaking a nonsynthetic's arm. After much trial and error, one company finally produced a usable model rolled out to the galactic market.

M-8 Avenger Assault Rifle

The M-98 Widow's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

Before the end of the events of Mass Effect 2, this weapon weighs 86 (70 lbs for small), and requires a Str of 18 to fire.

It is 4 ft and 6 inches long in its normal form.

M-99 Saber: A heavy-duty semi-automatic rifle favored by only the most elite marksman, the M-99 Saber is jokingly referred to as "The Big Iron" for its sheer stopping power. Each M-99 Saber is designed specifically for its owner, making it one of the Alliance's more expensive weapons.

The M-99 Saber is quite slow to reload, one of the few drawbacks this powerful weapon possesses. It takes 2 actions to reload the weapon with a fresh thermal clip.

The M-99 Saber also includes a scope, so it doesn't benefit from any scope modifications. However, this incorporated scope allows it to be considered as a sniper rifle for the purpose of the Camping action.

It is 2 ft and 6 inches long in its normal form.

M-300 Claymore: The Claymore used to be a hard-hitting but poor-selling shotgun due to kickback problems snapping the arms of anyone but krogan firing the weapon. After a rehaul of its kinetic dampening system, the Claymore is being rolled out again. As a way to lure back customers, the gun's manufacturer has lowered the shotgun's selling price without skimping on its stopping-power.

Being a shotgun, the M-300 Claymore deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-300 Claymore scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

Before the end of the events of Mass Effect 2, this weapon weighs 25 lbs (19 for small), and requires a Str of 18 to fire.

It is 1 ft and 8 inches long in its normal form.

M-358 Talon: The Talon is a close-range pistol favored by Cerberus Guardians. Firing heavy-gauge shotgun pellets, it delivers massive trauma to unarmored targets. Its waste heat is sufficiently excessive that it carries six separate ammunition blocks, rotating like a twentieth-century revolver to prevent shaver jam or misfire due to premature melting of the shot.

The M-358 Talon's shots are so powerful they resemble a shotgun. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the M-358 Talon scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits).

If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

This weapon is only available in campaigns that occur during or after the events of Mass Effect 3.

It is 1 feet long in its normal form.

N7 Crusader: Bruised and bloody Alliance marines on Torfan attributed their survival against waves of batarian mercenaries to the precision and stopping power of the Crusader. With a design patterned on riot shotguns, this weapon has a moderate rate of fire that rewards careful aiming. Since this accuracy provides little room for error, the Crusader is primarily used by highly trained soldiers.

The N7 Crusader includes an incorporated targeting laser. When using the *Aiming* action, a character attacking with this weapon gains +1 bonus to attack rolls.

It is 1 ft and 8 inches long in its normal form.

N7 Eagle: The Alliance's Offensive Handgun Project received funding to update one of its designs, its engineers chose to redesign the already impressive Phalanx pistol. The result is the Eagle: a compact, fully automatic pistol that delivers unprecedented accuracy and punch with a rapid firing rate. The Eagle is named after the Desert Eagle, a classic handgun which gained a romantic reputation among gun collectors, thanks to its popularity in 20th and 21st-century Earth action movies.

The N7 Eagle shots are so powerful that on a successful critical hit, the target is pushed back 1d2 squares (5 to 10 ft) and falls prone.

It is 1 feet and 1 inch long in its normal form.

N7 Hurricane: While some militaries pass on the Hurricane because of its lower accuracy, the Alliance feels the gun's rapid firing rate offers excellent suppressive fire. A disciplined marksman can use the fully automatic submachine gun to chew through targets with alarming speed. Alliance officers were so pleased with field results that the Hurricane is now many squadrons' standard-issue SMG.

The N7 Hurricane deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit) but against Plating HP deals -1 damage per shot (this damage is not multiplied on a critical hit).

In addition, when used for Two-Weapon Combat, the Two-Weapon Combat penalty is reduced by 1. Multiple sources that reduce this penalty stack.

It is 1 feet and 2 inches long in its normal form.

N7 Piranha: The N7 Piranha is an assault shotgun designed for the Reaper war. When the N7 program began training alien resistance forces, the lighter-bodied species wanted a low-recoil weapon with a wide pellet spread for dealing with husks. The result was the Piranha, which hit a sweet spot in close-range firepower. Its rapid-fire capability tears apart not only husks, but most opponents unlucky enough to be in its way.

Being a shotgun, the N7 Piranha deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, when used to attack a creature within range, the shots of the N7 Piranha scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

M-12 Locust Submachine Gun

In addition, shots made within range have their critical threat range increased by 1.

The N7 Piranha also deals 1 extra point of damage per shot against Reaper creatures (multiplied on a critical hit).

The main drawback of the N7 Piranha is that the shots quickly lose their stopping power. For attacks made outside range (by using range increments), the weapon deals -1d6 points of damage per shot. Combined with the lowest range in its class, this makes the N7 Piranha a poor versatile weapon for long range encounters.

This weapon is only available in campaigns set during or after the events of Mass Effect 3.

It is 2 ft long in its normal form.

N7 Typhoon: The Typhoon is a distinctive small light machine gun featuring a face shield to protect the shooter from headshots. Its power and recoil are so notorious that it includes a high-tech kinetic reducer to fight muzzle climb. Since the reducer tries to limit all motion by the weapon, marksmen do not engage it while moving and instead reduce recoil only while they are in cover.

The N7 Typhoon's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power. Applying that rank to this weapon has no effect.

In addition, when using the *Aiming* action, the character increases his chance of negating critical hits and sneak attacks by 25% but only against targets that stand in front of the character's last line of attack (use best judgement).

This weapon is only available in campaigns set during or after the events of ME3.

It is 2 ft and 5 inches long in its normal form.

N7 Valiant: The Valiant is a sniper rifle tested by Alliance soldiers during a series of harsh survival exercises on the planet Kruljaven. This streamlined weapon employs a sophisticated fire-control system that improves accuracy by stabilizing the barrel during targeting. Although this comes at the cost of reduced capacity and rate of fire, most soldiers find the increase in precision a worthy tradeoff.

It is 3 ft and 4 inches long in its normal form.

N7 Valkyrie: After the carnage of the Battle of the Citadel, Alliance officers commissioned a new rifle for their ground forces. A variation of the popular Avenger design, the Valkyrie is now standard issue for new recruits. Exceptionally well-crafted, accurate, and packing ample firepower, the rifle is a hot black-market item when it surfaces.

This weapon is only available in campaigns that occur after the events of Mass Effect 1.

It is 2 ft and 6 inches long in its normal form.

Particle Rifle: After the Reapers obliterated the Prothean Empire's warships, the Prothean resistance was forced to develop weapons that did not rely on intact supply lines. The Prothean Particle Rifle is a stripped-down, powerful assault rifle modified to fire without thermal clips or specialized ammunition. Alliance scientists agree that it appears to share some principles with the Collectors' particle beam weapon, although this gun requires a temporary cool-down period if it overheats. An amalgam of two different eras of technology, the particle rifle is still a deadly, efficient weapon.

The first major difference is that the weapon resembles weapons of the old firing system, where there were no thermal clips. A particle rifle possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

The Particle Rifle, however, as one major benefit, aside from the lack of recoil: its base damage increases to 1d6 (for Medium-sized or larger characters) when the weapon only has less than 18 shots available in its ammo clip.

This weapon is only available in campaigns that occur after the events of Mass Effect 3.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 2 ft and 4 inches long in its normal form.

Phaeston: Named after a turian spirit of creation, the Phaeston was engineered to provide the best possible balance between accuracy and firepower in a machine gun. Each shot is tempered by kickback dampeners inside the shoulder stock, which lets the Phaeston pack more punch than other weapons its size without sacrificing precision. Its fully automatic fire and relatively light weight has turned the Phaeston into the turian infantry's primary go-to weapon.

This weapon is only available in campaigns that occur after the events of Mass Effect 2.

It is 2 ft and 4 inches long in its normal form.

M-23 Katana Shotgun

Reegar Carbine: This electrical weapon improves upon the arc pistol's design by generating a sustained current on its target. This weapon is named for the quarian Reegar family, whose marines have served valiantly against the geth.

Though its shots do little damage, this weapon possesses no recoil since the current automatically directs the shots to the enemy. However, this current is limited to the weapon's range, further than that it doesn't work and thus the weapon cannot fire against targets beyond its range.

This weapon's shots deal 1 extra point of damage against unprotected synthetics and against Shield HP per shot (multiplied on a critical hit).

Quarians have a +1 bonus to attack when using this weapon

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 2 ft and 4 inches long in its normal form.

Scorpion: Originally issued to the salarian STG to allow small units to contain much larger enemy forces, the Scorpion pistol now sees service galaxy-wide.

The Scorpion fires low-velocity, squash-head projectiles with a dual use. The high-explosive filler within the projectiles contains an adhesive that secures the projectile to the target on impact. When fired into a surface, it turns into a proximity mine. These projectiles have a delay of 1 action, meaning they remain inert and glued to the target or surface for 1 action. At the end of the character's next action, they explode dealing their damage to target and 1/2 that damage to anyone adjacent to him. If used in a surface, it must attack a specific square, dealing normal damage to any creature or object in that square, and 1/2 that damage to any creature adjacent to that square.

Because the Scorpion's projectiles travel somewhat slowly, the targets gain double movement bonus to Defense. Failing to hit the character may result on the projectile to glue itself to the surface (provided the attack's result exceeded the square's Defense, which is usually 5).

Also, during the delay of the projectiles, the target can spend 1 free action to remove it by making a Str check DC 12, forcing the projectile to fall on the ground in the target's occupied square. Failure means the target could not remove the projectile.

M-92 Mantis Sniper Rifle

Since the Scorpion fires explosive projectiles that resemble mini-grenades, it can be used to fire on areas to which the character has no line of sight, but because doing so requires the shots to be arched, the weapon's range is reduced to 1/2 for those shots. Squares adjacent to whatever blocks line of sight cannot be targeted.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 1 feet long in its normal form.

Striker Assault Rifle: The Striker is a fully-automatic weapon that functions more as a grenade launcher than a rifle, firing high-impact slugs that detonate on contact. The weapon increases its rate of fire the longer the trigger is held, which is devastating if the weapon can be kept on-target. In an attempt to market the Striker outside of the Krogan DMZ, the gun was designed to be fired by non-krogan, but its recoil tends to off-balance smaller species. Enthusiasts point out that the target on the receiving end of a Striker has far worse things to worry about than balance.

Because the Striker Assault Rifles fires grenade-like projectiles, it deals damage not only to the target but also to anyone adjacent. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shields, Plating or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

For each subsequent attack action made without pause, the weapon's RoF increases by +1. This means a character performing, for example, a Full-Auto Fire attack action would fire a number of shots equal to the weapon's normal RoF in the first attack action but in the second it would fire that amount +1 and in the third that amount +2. In addition, if in the following rounds the character continues to fire the weapon, the RoF continues to increase. So, in the same example, making another Full-Auto Fire attack action in the following round makes the weapon fire with a RoF equal to normal RoF +3 in the first attack action, normal RoF +4 in the second, and normal RoF +5 in the third.

In addition, when making attack actions in which the RoF was increased through this weapon's special feature, the total recoil penalty is reduced by 1. Unlike the RoF increase, this reduction is not cumulative.

Krogan characters gain a +1 bonus to attack rolls made with this weapon.

It is 2 ft and 5 inches long in its normal form.

Venom Shotgun: The Venom shotgun was developed by the salarian Special Tasks Group to meet the unpredictable needs of those stationed in hostile areas. The double barrel fires ammunition that detonates on impact, while a third barrel below can be charged to fire a round of microgrenades. Given the nature of most STG assignments, the Venom was designed to force an exit strategy and was issued to teams whose primary objective was to extract compromised undercover operatives. The shotgun is now issued to frontline soldiers in the war against the Reapers.

The explosive round fired by this weapon deals damage not only to the target but also to anyone adjacent. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

This weapon can be charged with one action. Doing so causes it to fire a round that separates into 5 bomblets, dealing damage to everything in a 15-ft radius instead, and all creatures (except for the one targeted) can make a Reflex save to halve the damage, instead of preventing it. Firing a charged shot does not consume additional ammo.

The explosive rounds fired by the Venom Shotgun have a shallow trajectory and so their range increment penalty is -4 instead of -3.

Since the Venom Shotgun fires mini-grenades, it can be used to fire on areas to which the character has no line of sight, but because doing so requires the shots to be arched, the weapon's range is reduced to 1/2 for those shots. Squares adjacent to whatever blocks line of sight cannot be targeted.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 2 ft and 1 inches long in its normal form.

Light Melee Weapons: This group includes weapons such as daggers, knifes, batons, all weapon attachments that provide damage to melee attacks, lesser omni-shield and even the omni-blade. They are useful in close quarters and they add 1d6 damage to any melee attack made with them. However they occupy one hand and most weapons (with exception of Pistols and Submachine guns) require the use of two hands, so only a few characters use these.

M-98 Widow Sniper Rifle

Heavy Melee Weapons: This group includes heavier melee weapons such as longswords, axes, large hammers, monomolecular blades and even the omni-shield. Despite being called Heavy Melee Weapons, these weapons can still be used in one hand. They are useful in close quarters and they add 2d6 damage to any melee attack made with them.

Two-Handed Melee Weapons: This group includes heavier melee weapons that can only be used with two hands, like greatswords, staves and large hammers. They are useful in close quarters and they add 2d8 damage to any melee attack made with them.

Piece of Glass: Similar to light blades but less deadly, pieces of glass are picked up usually after breaking glass-bottles. They only add 1d3 lethal bonus damage on melee attacks made with them. Because they are improvised weapon, melee attacks made with them suffer a -4 attack penalty with them.

Like light melee weapons, a piece of glass occupies one hand. Counts as a light melee weapon.

Bat, pipe or knuckles: These weapons deal are like clubs with different shapes and sizes. They deal extra 3d4 damage on melee attacks made with them. These weapons deal non-lethal damage. They can be used to deal lethal damage but apply a -4 penalty on the attack roll (per weapon used).

Like light melee weapons, these weapons occupy one hand. Counts as a light melee weapon.

Knuckles do not have significant weight while the others weight 3 lbs. Knuckles come in as a pair and the damage listed is for when using the pair. Using only one halves the damage and the penalty for lethal damage applies only once

Chain: Chains are melee weapons used in one hand that deal extra 1d8 damage on melee attacks made with them.

Like heavy melee weapons, a chain occupies one hand. Counts as a heavy melee weapon.

Chair or small containers: Any chair or small container can be used as an improvised weapon, provided the character can pick it up. They deal extra 1d10 blunt damage on melee attacks made with them.

However, these weapons require a character to use both hands to attack. Counts as a two-handed melee weapon.

Chairs and small containers have one major advantage: if they hit a target, they hinder it. The target must spend an action pulling the chair out of the way, go around it or jump over.

Krogan Battle Hammer: Developed for Krogan Battlemasters, this massive hammer possesses a special impact chamber in which the character can store biotic energy or electricity. The hammer is considered a Two-Handed Melee Weapon and adds a +2d8 bonus damage on melee attacks. And because the weapon was developed by krogans, for krogans, they gain a +2 bonus damage with in attacks made with this weapon. Also, while Medium-sized creatures have to use two hands to wield this weapon, krogan and creature with sizes larger than Medium-size can wield it with one single hand (these consider the weapon as a Heavy Melee Weapon).

Whenever a target takes damage from this weapon, he must make a Fortitude save DC 8 + wielder's Str bonus to damage or is pushed 5 ft away from the wielder and is staggered, losing his next available action (a successful save negates both effects). On a successful critical, the target must make the same Fortitude save or is instead pushed back 10 ft, is staggered and is also sent prone.

In addition, this weapon allows for two special charge actions:

Biotic Charge: The wielder can spend biotic points, with a free action, to charge the hammer for one attack, dealing a bonus damage equal to 1/2 the number of points spent (rounded down). If the attack is not successful, the charge remains until a successful attack is made with the hammer, or until one of the following happens: the character holsters the hammer, the character loses the hammer or until 1 minute has passed (in either situations, the charge dissipates harmlessly). If a hammer charged with biotic points hits a creature under the influence of a biotic power, it deals instead a bonus damage equal to the number of points spent and the DC of the Fortitude save is increased by 2.

Tech Charge: The character can spend tech points in the same manner to charge the hammer with electricity. The target of the attack takes a bonus damage equal to 1/2 the number of points spent (rounded down) while every creature within 15-ft of the target (with exception of the hammer's wielder) takes 50% that damage (rounded down). Creatures with Shield HP, synthetics and/or mechanicals take double this bonus damage. All creatures affected must make the same Fortitude save as the target to the stagger and knockback effect. Like when it is charged with biotic points, the charge remains until a successful attack is made with the hammer, or until one of the following happens: the character holsters the hammer, the character loses the hammer or until 1 minute has passed (in either situations, the charge dissipates harmlessly).

Particle Rifle

The krogan battle hammer cannot be charged with both tech points and biotic points. Whenever a new charge is applied, the previous one (if any) is removed.

N7 Shadow Blade: Created by the Alliance for the N7 branch of Infiltrators called N7 Shadows, this monomolecular blade attunes itself automatically to the wielder's omni-tool.

This blade counts as a Heavy Melee Weapon and adds +1d8 damage to melee attacks. Given that it was first developed for human infiltrators and is incorporated in the training of N7 Shadows, Infiltrators of the Human race gain a +1 damage bonus when using this weapon.

Any character wielding this weapon can use the following special charge action:

Tech Charge: The wielder can spend tech points, with a free action, to charge the blade for one attack. This charge is immediately released when an attack made. Whether the attack is successful or not, it releases this charge which deals electric damage, in amount equal to 1/2 the number of points spent (rounded down), to the target and other two characters that are adjacent to the target (synthetics or creatures with Shield HP take twice the damage). Characters affects must make a Fortitude save DC 15 or are stunned for 1 action.

The charge remains until an attack is made or until one of the following happens: the character holsters the sword, the character loses the sword or until 1 minute has passed (in either situations, the charge dissipates harmlessly).

N7 Slayer Blade: Created by the Alliance for the N7 branch of Vanguards called N7 Slayers, this monomolecular blade attunes itself automatically to element zero nodules that exists in the wielder's body. This blade counts as a Heavy Melee Weapon and adds +1d8 damage to melee attacks. Given that it was first developed for human vanguards and is incorporated in the training of N7 Slayers, Vanguards of the Human race gain a +1 damage bonus when using this weapon.

Any character wielding this weapon can use the following special charge action:

Biotic Charge: The wielder can spend tech points, with a free action, to charge the blade. This charge is immediately released when an attack made. The wielder can then spend 1 action to make a special action, which provokes AoO, that releases the charge affecting all creatures in a 50-ft line, dealing damage to each equal to the number of points spent. Affected creatures can make a Reflex save DC 15 to halve the damage. Unprotected or unarmored targets are sent prone unless they succeed on the Reflex save.

The charge remains until an attack is made or until one of the following happens: the character holsters the sword, the character loses the sword or until 1 minute has passed (in either situations, the charge dissipates harmlessly).

Nightshade Blades: These special claws were developed by the turian military for their frontline specialists. They count as Light Melee Weapons and add +1d6 damage on melee attacks. Because they were made mostly for turians, characters of that race gain a +1 bonus damage with these blades.

In addition to normal damage, and the special rules below, the weapon is made of materais that are poisonous to organics. Any unprotected creature that takes damage from these blades is poisoned, taking 1 point of damage per action for the next three actions (damage is dealt at the beginning of the creature's actions). Because this damage is caused by the poison, it is dealt directly to the creature's normal HP and it is not reduced by DR. On a successful critical hit, the poison damage is doubled, as well as its duration.

Special: These blades are attached to the armor's gauntlets, requiring 4 actions to attach or remove (they come in pairs and the statistics presented are for the pair, not for a separated Nightshade Blade). They are retractable so they don't occupy any slot, and their weight is added to the armor's weight. Since they are attached to the character's arm, you are not required to wield them, and they are drawn immediately as you attempt to make a melee attack, retracting back right after it. They cannot be used along with any other melee weapon.

Table or medium containers: Any table and medium container can be used as an improvised weapon, provided the character can pick it up. They deal extra 2d8 blunt damage on melee attacks made with them.

However, these weapons require a character to use both hands to attack. Counts as a two-handed melee weapon.

Tables and medium containers have one major advantage: if they hit a target, they hinder it. The target must spend an action pulling them out of the way, go around it or jump over.

Phaeston Assault Rifle

Mass Effect: Andromeda Weapons

The following weapons can only be used in campaigns set in the Andromeda Galaxy, since they were designed by the Andromeda Initiative (after arrival in the Heleus Cluster), by the Nexus Exiles, by the Kett or by the Angara.

Dahn: The Dhan is a kett semi-automatic weapon which unleashes a single plasma-surrounded projectile that causes devastating damage. The Dhan's large and dense projectiles can knock down opponents and generate magnetic fields sufficient to sustain plasma spheres. Dhan appears to translate to "Peacebringer".

The Dahn's energy projectiles are so powerful that they can carry to other layers of protection (for example, is a shot from the Dahn deals 15 points of damage to a character that has only 10 Shield HP, the remaining 5 damage are then deal to the next layer, be it Plating HP or normal HP, and aren't lose like they normally are). In addition, creatures that take damage to their normal HP from the Dahn must also make a Fortitude save DC 15 or are left Dazed for 1 action.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers. In addition, they dissipate quickly so the weapon has a maximum of 1 range increment.

It is 1 ft and 7 inches long in its normal form.

Equalizer: A simple but powerful merger of Initiative and Remnant technology, the Equalizer fires high-energy particle blasts that lose coherence and become ineffectual over distances. The short-range Equalizer does not require reloading, but will overheat from continuous use. Initiative researchers are eager to see more field-test data.

This weapon resembles weapons of the old firing system, where there were no thermal clips. An Equalizer possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers. And since they dissipate quickly, the weapon has a maximum of 1 range increment.

In addition, the Equalizer deals +1 extra damage against Shield HP per shot (this damage is multiplied on a critical hit)

It is 1 feet and 3 inches long in its normal form.

Hesh: The semi-automatic Hesh, translated to Order, is a kett Weapon that fires clusters of plasma-Surrounded projectiles. Fired rounds are powerful enough to stagger most foes and demand submission from the rest.

Creatures that take damage to their normal HP from the Hesh must also make a Fortitude save DC 15 or are left Dazed for 1 action.

It is 1 ft and 7 inches long in its normal form.

Inferno: The Inferno began as a failed design for a Remnant particle beam shotgun, then was reconfigured into a semi-automatic sniper weapon. It fires short, high-energy particle bursts and requires no reloading. This allows a sniper rifle to continue firing until the weapon overheats.

This weapon resembles weapons of the old firing system, where there were no thermal clips. An Inferno possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

Unlike weapons with a similar overheating system, the Inferno coolsdown 50% of its heat with every action not firing and when overheated it requires only 4 actions to cooldown entirely.

It is 2 ft and 10 inches long in its normal form.

Isharay: This heavy angaran sniper rifle uses an entire thermal clip with each shot. Slow to reload, but it strikes with massive force. The Isharay's name translates as "Goodbye," and the weapon has few rivals when it comes to raw power. The angara take understandable pride in its effectiveness.

It takes longer to reload an Isharay, requiring a total of 2 actions.

It is 3 ft long in its normal form.

Lanat: The Lanat is a very powerful sniper rifle, allowing the user to charge its shot before firing to deal more devastating damage on any unsuspecting target. It uses Plasma Rounds and is a marvel of Kett technology, both to be feared and depended on.

The Lanat can be charged to increase damage (for every action charging, damage increases by +1d6, to a max of +2d6). When charged, the weapon can only fire 1 shot in the attack action, regardless of RoF.

It is 3 ft long in its normal form.

Venom Shotgun

Naladen: The Naladen, translated to Taker, is a scoped rifle capable of firing plasma surrounded projectiles that explode on impact and burn anyone in the immediate vicinity. The Naladen mixes precision targeting with indiscriminate damage. What that says about kett military culture is a subject best left to expert xenosociologists.

The Naladen's shots explode, dealing half damage to all within 10ft of the target. Because of the nature of the shots, the weapon cannot benefit from ammo powers and cannot have the Explosive Ammo mod.

It is 3 ft and 2 inches long in its normal form.

P.A.W.: The Particle Accelerator Weapon (P.A.W.) fires a continuous high-energy particle beam with incredible accuracy. For short-term operations, its power supply is effectively inexhaustible and overheating is the only concern. The P.A.W. combines Remnant particle beam technology with Andromeda Initiative targeting and stabilizers.

This weapon resembles weapons of the old firing system, where there were no thermal clips. A P.A.W. possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 2 ft and 4 inches long in its normal form.

Rozerad: A deadly Kett submachine gun. With plasma surrounded projectiles, the Rozerad's firing rate increases with every shot. Although clearly designed for kett, the Rozerad, translated to "Infinite Fire" appears to incorporate technology from another species- perhaps an ally or kett vassal. Though it resembles a mix between a pistol and a submachine gun, the Rozerad's size and standard rate of fire are much closer to a pistol than an SMG.

For each subsequent attack action made without pause, the weapon's RoF increases by +2. This means a character performing, for example, a Full-Auto Fire attack action would fire a number of shots equal to the weapon's normal RoF in the first attack action but in the second it would fire that amount +2 and in the third that amount +4. In addition, if in the following rounds the character continues to fire the weapon, the RoF continues to increase. So, in the same example, making another Full-Auto Fire attack action in the following round makes the weapon fire with a RoF equal to normal RoF +6 in the first attack action, normal RoF +8 in the second, and normal RoF +10 in the third.

It is 1 feet long in its normal form.

Ruzad: A massive, slow-firing krogan shotgun, the Ruzad delivers a forceful blow that stagger any enemy who survives in krogan Culture, Ruzad translates loosely as "Judge". The krogan consider the name more obvious than humorous or ironic.

Being a shotgun, the Ruzad deals far more damage at close range. For attacks made within range (without using range increments) the weapon deals extra +1d6 damage per shot. In addition, When used to attack a creature within range, the shots of the Ruzad scatter dealing damage to any creature adjacent to the target. Any creature adjacent to the target takes 1/2 total damage dealt (independent of the situation, whether they have Shield HP, Plating HP or no protection, or if they are immune to critical hits). If the adjacent creatures have some sort of cover, they are allowed a Reflex save with a DC equal to the attack result of the character (bonuses on Reflex saves due to movement or cover apply) to prevent this damage.

Creatures that take damage to their normal HP from the Ruzad must also make a Fortitude save DC 15 or are left Dazed for 1 action.

The Ruzad also has a large blade already attached to it, providing a +3 bonus on melee damage, but preventing the weapon from having any Blade Attachment mod.

It is 1 ft and 10 inches long in its normal form.

Sandstorm: A highly accurate rifle, the Sandstorm was developed by exiles from the Nexus after their arrival in Heleus. The design of the semi-automatic weapon has been streamlined and appears to adapt certain non-Initiative technologies.

It is 2 ft and 6 inches long in its normal form.

Scattershot: The Scattershot differs from other shotguns in that it can focus its particle beams on a target instead of spreading ammunition over a wide area. This Remnant-based shotgun uses targeting systems from the Initiative that "traces" paths for the energy beams. As with other energy-based weapons, the Scattershot does not need reloading, but requires periodic cooldown to prevent overheating.

This weapon resembles weapons of the old firing system, where there were no thermal clips. A Scattershot possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

Zalkin Assault Rifle

The Equalizer deals +2 extra damage against Plating HP per shot (this damage is multiplied on a critical hit).

When using the Aiming action, the weapon's shots deal an additional +2 damage.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 1 ft and 7 inches long in its normal form.

Shadow: Remnant particle technology is the cornerstone of the Shadow's design, though the Andromeda initiative is responsible for the rest. This scoped rifle fires a continuous beam with pinpoint precision, only stopping if it overheats. As with all Reverse-engineered Remant tech, the Shawdow should be considered experimental.

This weapon resembles weapons of the old firing system, where there were no thermal clips. A shadow possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

In addition, the Shadow deals +1 extra damage against Plating HP per shot (this damage is multiplied on a critical hit) but deals -1 damage against Shield HP (this damage is not multiplied on a critical hit).

It is 3 ft and 1 inch long in its normal form.

Sidewinder: The Sidewinder rapid-fire pistol is a newly developed weapon, crafted by Nexus exiles with materials and technologies unique to the Andromeda Initiative and the Heleus Cluster. Versatile and reliable, the Sidewinder is perfect for a user with a few resources to fall back on.

It is 1 feet and 3 inches long in its normal form.

Soned: The massive kett Soned, translated as "resistance", rapidly unleashes plasma-surrounded projectiles after a brief changing period. Much of the Soned's size is devoted to insulating the user from its own power. A damaged Soned could incinerate its wielder's hands while continuing to fire.

The Soned must be charged in order to fire. 1 action must be spent to charge the weapon but it can be made as part of the Full-Auto Fire action where the first action is spent charging, the second is made attacking with 1x recoil and the third made attacking with 2x recoil.

It is 2 ft and 5 inches long in its normal form.

Sweeper: The Sweeper - a particle weapon that fire three-shot bursts - is largely a mystery to its own developers. The weapon is derived from Remnant technology, then repurposed for Andromeda initiative needs. It does not require reloading, but is prone to overheating.

This weapon resembles weapons of the old firing system, where there were no thermal clips. A Sweeper possesses an ammo clip but only to indicate the quantity of attacks it can make before overheating. Refer to the Equipment and ME Timeline section, at the end of this chapter, to learn more about this overheating system.

Because of the nature of the projectiles, the weapon cannot benefit from Ammo powers.

It is 2 ft and 2 inches long in its normal form.

Thokin: The kett Thokin, translated to "Sudden Death", fires tracking-enabled, plasma-surrounded rounds. The tracking effect enabled by magnetic field adjustors in the projectiles is slight but useful, particularly given the Thokin's low ammunition capacity. With such a weapon, accuracy is everything.

Shots fired from this weapon have a slight heat-seeking abiity, halving the cover bonuses from creatures that don't have Total Cover.

It is 2 ft and 3 inches long in its normal form.

Ushior: An Angaran Pistol with an incredible punch. Ushior, translated as "resonance" fires slowly and needs constant reloading.

It is 1 feet long in its normal form.

Vanquisher: The Vanquisher is a versatile sniper rifle that packs a solid punch. Built by Nexus exiles is highly modular and damage-resistant - its effectiveness unimpeded by sandstorms, snow, and other weather conditions.

It is 3 ft and 2 inches long in its normal form.

P.A.W. Assault Rifle

Zalkin: The kett Zalkin rifle is a mainstay among Kett forces. The semi-automatic weapon can be over charged to release its standard plasma surrounded projectiles in a three-round burst at increased power-a feature which earned the weapon its name, roughly translated as "Three Stars".

The weapon can be charged with 1 action, allowing it to fire 3 projectiles in burst mode. Each of these projectiles is fired in burst mode with normal recoil penalty but deal an additional +2 damage.

It is 2 ft and 3 inches long in its normal form.

Armors

A character's armor protects him or her in battle. It is a vital equipment for anyone that wished to fight. After all, even the lightest of armor, with the least protection, ensures enough resistance against bullet impacts to allow the character to survive after being hit several times.

Armors are grouped into three categories, representing the type of armor and how it encumbers the character: light, medium and heavy armor.

Wearing no Armor: Against characters without any form of armor, bullets do not deal the amount of damage indicated in the Weapons section, dealing instead 3× that much damage. In a critical hit, first multiply the normal damage by three then multiply the result by the weapon's critical multiplier. Yes, shooting against unarmored targets usually results in death.

Remember that while unarmored, targets may still have Shields or Plating. If so, this damage increase only applies after those have been removed.

Proficiency: Not all characters can use any armor. In order to be able to use them effectively, characters need to have the respective armor proficiency. They simply don't know how to don that armor type and how to move around in such armor.

Different types of armor: As stated, weapons are divided into several different groups. Regardless of type of armor, all of them come with a helmet and breathing apparatus allowing a character to breathe in non-breathable environments for up to 1 hour.

Light: Light armors have this designation because they have lower weights, are quite flexible but their protective plates are thinner (thus lighter) providing less protection than other armors. Light armors, however, usually have enhanced fibers and microcores that increase resistances against any power that affects the wearer's body or tries to move it around.

Medium: Medium armors are the most common in the galaxy. They are half-way between light armor and heavy armor, taking partial advantage of the benefits of both. They weigh more than light armors.

Heavy: These are the strongest and most durable armors, offering the highest resistance to damage. They are also the heaviest. Since most of the armor is filled with thick plates, they have little room for high performance fibers and microcores, thus they provide no bonuses like light armors do.

Don and Removing Armor: It takes time to don an armor, usually about 5 minutes, no matter the type or quality of the armor. It takes that much time to get out of it.

Armor Qualities

Depending on class, a character may be proficient with all, some, or no armors. To wear heavier armor, you can select the Armor Proficiency feats, but most classes are automatically proficient in the armors that work best for them.

When selecting your character's armor, keep in mind the following factors (given on the table below).

Cost: The cost presented is for humans, batarians, asari and drell. Armors for other races may have different costs:

- Krogan, being bigger and having different features require more specific armors. For them armors cost 20% more. In addition, light armors for krogans, resemble medium armor but are lighter and thinner.
- Salarians may be similar to humans but have different features, increasing the cost of their armor by 10%.
- Quarians, due to their weak immune system, require specialized armor. Their armor costs 20% more. In addition, Quarian armor is placed under their suits, with the plates fitted between the suit's outer and inner layers. Therefore, suit's weight is added to that of the armor.

Light Armor	Cost	Damage Reduction	Shields	Enhanced Fibers	Customizable	Special	Weight
Mercenary	390	0	10	+4	C; A	Arms – Carries 2 extra Thermal Clips	23 lbs
Onyx[1]	745	0	15	+4	C; A	Arms – +1 bonus to attack rolls	20 lbs
Scorpion	1,150	1	15	+4		25% chance of negating critical hits and sneak attacks	27 lbs
Maverick[8]	1,340	1	0	+4	V; C; S; A; L	No Shield HP, can't gain any. Instead, provides 15 HP + 1 HP / lvl Visor – +2 Dmg on Critical Hits Chest – Reduces Hazardous level by 1 Legs – Carries 2 extra Thermal Clips	22 lbs
Quarian Service Vest[6]	1,400	0	25	+4		+2 bonus to Repair, Electronics, Damping, Decryption and Hacking checks	12 lbs
Silverback[2]	1,500	0	20	+5		Reduces damage from Biotic, Combat and Tech powers by 2	21 lbs
General Armor[7]	1,960	0	25	+4	V; C; S; A; L		25 lbs
Explorer	2,095	0	20	+4	V; C; L	Visor – +2 bonus to Spot and Search checks Chest – Reduces Hazardous level by 1 Legs – +5 ft to base speed	20 lbs
Angara[8]	2,211	0	25	+4	V; C; S; A; L	Arms – +10% dmg to Tech Powers	20 lbs
Phoenix	2,510	0	30	+4		Reduces damage from Biotic, Combat and Tech powers by 2	15 lbs
Heleus[8]	2,590	1	30	+2	V; A	Arms – +1 dmg per shot	23 lbs
Phantom[2]	2,960	1	25	+3	V; C; L	Chest – Shield HP regenerate 1 per action; +2 bonus on Hide checks Legs – +2 bonus on Move Silently checks	25 lbs
Vohrtix [5]	3,035	1	35	+3		Shield HP regenerate 1 per action	26 lbs
Rosenkov	3,120	1	20	+3		Reduce cooldown of Biotic, Combat and Tech powers by 1 action (minimum of 1 action)	25 lbs
Project Phoenix[1]	3,200	0	25	+4	V; A; L	Visor - +4 on saves against being blinded by bright lights or blinding effects like the *Flashbang Grenade* power Arms - +1 melee damage Legs - +5ft to base speed	18 lbs
N7 Armor[1]	3,585	1	30	+3	C; A	Chest – +1 HP per 2 levels	25 lbs
HyperGuardian[8]	3,670	1	25	+2		Provides Plating HP equal to 10 + 1 per 2 lvls +1 melee damage	25 lbs
Colossus	5,100	1	45	+3			30 lbs
Pathfinder[8]	6,255	1	30	+3	A; L	Shield DR 1 Arms – Total Recoil Penalty -1 Legs – +1 Defense (not Surprise Defense)	26 lbs
Spirit	8,680	0	60	+3		Reduce cooldown of Biotic, Combat and Tech powers by 1 action (minimum of 1 action) Shield HP regenerate 1 per action	28 lbs

Medium Armor	Cost	Damage Reduction	Shields	Enhanced Fibers	Customizable	Special	Weight
Mercenary	1,350	2	35	+3	C; A	Arms – Carries 3 extra Thermal Clips	50 lbs
Agent[2]	1,470	2	40	+3		+1 bonus on Charisma-based skills	47 lbs
Onyx[1]	2,580	2	45	+3	C; A; L	Arms – +1 bonus to attack rolls	48 lbs
Maverick[8]	4,085	3	0	+4	V; C; S; A; L	No Shield HP, can't gain any. Instead, provides 30 HP + 2 HP / lvl Visor – +4 Dmg on Critical Hits Chest – Reduces Hazardous level by 1 Shoulder – All attacks: +1 critical threat range Legs – Carries 4 extra Thermal Clips	45 lbs
Silverback[2]	4,645	2	50	+4		Reduces damage from Biotic, Combat and Tech powers by 3	45 lbs
Explorer	5,520	2	45	+3	V; C; L	Visor - +3 bonus to Spot and Search checks Chest – Reduces Hazardous level by 1 Legs – +5 ft to base speed	38 lbs
Inferno Armor	5,970	1	30	+2		Reduce cooldown of Biotic and Tech powers by 1 action (minimum of 1 action); Biotic, Combat and Tech powers deal 10% extra damage (round normally)	42 lbs
Angara[8]	6,775	1	60	+3	V; C; S; A; L	Arms – +20% dmg to Tech Powers Shoulder – Tech powers have their duration increased by 1 action	45 lbs
General Armor[7]	6,870	2	40	+4	V; C; S; A; L		40 lbs
Heleus[8]	7,025	2	55	+1	V; A	Arms – +1 dmg per shot Shoulder – +10% dmg to all powers	45 lbs
Scorpion	7,570	3	40	+3		50% chance of negating critical hits and sneak attacks	51 lbs
Rosenkov	8,155	2	50	+2		Reduce cooldown of Biotic, Combat and Tech powers by 1 action (minimum of 1 action)	50 lbs
Phantom[2]	8,390	3	40	+3	V; C; L	Chest – Shield HP regenerate 1 per action; +3 bonus on Hide checks Legs – +3 bonus on Move Silently checks	52 lbs
Project Phoenix[1]	8,700	2	55	+3	V; A; L	Visor - +4 on saves against being blinded by bright lights or blinding effects like the *Flashbang Grenade* power Arms - +1 melee damage; Legs - +5 ft to base speed	35 lbs
Remnant[8]	8,700	2	60	+3		Reduce Shield restart by 1 action (minimum of 1 action) Shield HP regenerate 2 per action Provides regeneration 1	55 lbs
N7 Armor[1]	9,930	2	60	+2	V; C; A; L	Chest – +1 HP per 2 levels Arms – Biotic, Combat and Tech powers deal 10% extra damage (round normally)	52 lbs
HyperGuardian[8]	11,715	3	45	+2		Provides Plating HP equal to 10 + 1 per lvl +2 melee damage	25 lbs
Quarian Battle Armor[6]	12,400	2	80	+2	S; L	Shields have DR 1; +2 bonus on Repair and First Aid checks	46 lbs
Vohrtix[5]	13,750	3	60	+2		Shield HP regenerate 2 per action	54 lbs
Colossus	14,325	3	70	+2			58 lbs

Medium Armor	Cost	Damage Reduction	Shields	Enhanced Fibers	Customizable	Special	Weight
Nightmare	14,725	1	60	+2		Shield HP regenerate 1 per action; Deal 1 extra damage per shot; Increase ammo-clip by 20% (rounded normally); Increase Critical Threat Multiplier of all attacks by 1	54 lbs
Shade	15,865	2	80	+3		Shields regenerate at a rate of 2 points per action; Biotic, Combat and Tech powers deal 20% extra damage (round normally) Melee attacks deal +1 extra damage	54 lbs
Pathfinder[8]	19,615	3	65	+2	A; L	Shield DR 2 Arms – Total Recoil Penalty -2 Legs – +1 Defense (not Surprise Defense)	55 lbs
Ajax	20,625	2	90	+2	V	Shield HP regeneration 2 Biotic, Combat and Tech powers deal 10% extra damage (round normally) Deal 1 extra damage per shot +1 melee damage Carries 4 extra thermal clips	55 lbs

Heavy Armor	Cost	Damage Reduction	Shields	Enhanced Fibers	Customizable	Special	Weight
Mercenary	6,850	3	75	+1	C; S; A	Arms – Carries 4 extra Thermal Clips	60 lbs
Agent[2]	7,140	3	85	+1		+2 bonus on Charisma-based skills	71 lbs
Onyx[1]	11,555	3	95	+1	V; C; S; A; L	Arms – +2 bonus to attack rolls	60 lbs
Maverick[8]	13,800	4	0	+3	V; C; S; A; L	No Shield HP, can't gain any. Instead, provides 45 HP + 4 HP / lvl Visor – +6 Dmg on Critical Hits Chest – Reduces Hazardous level by 1 Shoulder – All attacks: +2 critical threat range Legs – Carries 6 extra Thermal Clips	60 lbs
Explorer	16,390	3	80	+1	V; S; C; L	Visor - +5 bonus to Spot and Search checks Chest – Reduces Hazardous level by 2 Legs – +10 ft to base speed	59 lbs
General Armor[7]	18,900	3	90	+1	V; C; S; A; L		70 lbs
Terminus Assault Armor[4]	20,825	4	105	+0		+5 ft to base speed; Carries 2 extra Thermal Clips; Shields have DR 1; +2 bonus on Intimidate checks	70 lbs
Scorpion	22,870	4	90	+1		75% chance of negating critical hits and sneak attacks	68 lbs
Heleus[8]	22,290	3	100	+0	V; A	Arms – +2 dmg per shot Shoulder – +20% dmg to all powers	70 lbs
Angara[8]	25,405	3	110	+2	V; C; S; A; L	Arms – +30% dmg to Tech Powers Shoulder – Tech powers have their duration increased by 2 actions	80 lbs
Cerberus Assault Armor[1, 4]	26,000	4	110	+0		+10% Heavy Weapon ammo capacity; Gain +1 HP per level	95 lbs
Phantom[2]	27,630	3	160	+1	V; C; L	Chest – Shields regenerate at a rate of 1 point per action; +4 bonus on Hide checks Legs – +4 bonus on Move Silently checks	71 lbs

Heavy Armor	Cost	Damage Reduction	Shields	Enhanced Fibers	Customizable	Special	Weight
Rosenkov	28,485	4	90	+0		Reduce cooldown of Biotic, Combat and Tech powers by 1 action (minimum of 1 action)	70 lbs
Warlord Armor[3]	30,530	4	120	+0	V; C; S; A; L	Chest – Increases krogan Plating by 1 per level Arms – Melee attacks have their critical multiplier increased by 1	110 lbs
Remnant[8]	31,365	3	120	+2		Reduce Shield restart by 1 action (minimum of 1 action) Shield HP regenerate 4 per action Provides regeneration 2	76 lbs
Kestrel	33,155	3	145	+0	V; C; S; A; L	Visor – Extra 1d6 damage on Critical hits Chest – Shields have DR 1 Shoulders – Deal +3 damage with melee attacks Arms – Deal 1 extra damage per shot Legs – +5% Heavy Weapon ammo capacity	80 lbs
N7 Armor[1]	36,860	4	130	+0	V; C; S; A; L	Chest – +1 HP per 2 levels Shoulders - +1 damage per shot Arms – Biotic, Combat and Tech powers deal 10% extra damage (round normally)	70 lbs
Vohrtix[5]	37,160	5	115	+0		Shield HP regen 3 per action	90 lbs
HyperGuardian[8]	41,480	5	90	+1		Provides Plating HP equal to 15 + 1 per lvl +3 melee damage	70 lbs
N7 Defender[1]	45,215	5	120	+0		+1 HP per level; +1 Shield HP per 2 levels Each shot deals +1 extra damage; Carries 3 extra Thermal Clips.	80 lbs
Colossus	52,730	5	145	+0			95 lbs
Pathfinder[8]	68,465	5	100	+0	A; L	Shield DR 3 Arms – Total Recoil Penalty -3 Legs – +2 Defense (not Surprise Defense)	85 lbs
T5-V Battlesuit[1]	80,375	6	120	+1		+1 damage per shot; Biotic, Combat and Tech powers deal 10% extra damage (round normally) Fires missiles with Free Action; +2 Str; Shields have DR 1	120 lbs

1. This armor is specific for human features. Only humans, asari, batarians and drell can use it.
2. This armor is specific for turian features. No other race can use it.
3. This armor is specific for krogan features. Its cost already includes the increased cost for this race. No other race can use it.
4. This armor is illegal in Citadel Space and cannot be bought there through legal channels
5. This armor is specific for salarian features. Its cost already includes the increased cost for this race. No other race can use it.
6. This armor is specific for quarian features. Its cost already includes the increased cost for this race. No other race can use it.
7. This armor is not specific to any race and made according to each race's features. Its cost already includes the increased cost for all races.
8. This armor is only in campaigns set in the Andromeda Galaxy

Extras	Cost	Special	Weight[1]
Visors			
Death Mask[2]	1,020	+2 bonus on Charisma-based skills; can breathe in vacuum and non-breathable environments	–
Recon Hood	3,000	+1 bonus to attack rolls made with weapons; +1 bonus on Heavy Weapon checks made when firing a Heavy Weapon; can breathe in vacuum and non-breathable environments	-1
Capacitor Helmet	2,200	Shields regenerate at a rate of 1 point per action; cannot breathe in vacuum and non-breathable environments	–
Umbra Visor	3,200	+2 bonus on ranged touch attacks made with Biotic or Tech powers; cannot breathe in vacuum and non-breathable environments	-2
Securitel Helmet	3,500	+1 HP per 2 levels; +1 Shield HP per 2 levels; cannot breathe in vacuum and non-breathable environments	-1
Sentry Interface	3,600	Increase armor base shields by 10% (rounded down)	-2
Archon Visor	4,000	At the start of each encounter the Visor starts with 3 charges. Each charge can be expended with a free action (more than one charge can be spent in 1 free action) to reduce the cooldown of one Biotic or Tech power by 1 action (minimum of 1 action)	-2
Kuwashii Visor	5,000	Increase damage on critical hit by 10% (minimum +1 bonus damage); cannot breathe in vacuum and non-breathable environments	-2
Mnemonic Visor	5,500	Combat, Tech and Biotic powers deal 10% extra damage (round normally); cannot breathe in vacuum and non-breathable environments	-1,5
Delumcore Overlay	9,500	Increase weapon critical threat range by +1; cannot breathe in vacuum and non-breathable environments	-1
Chest Armor			
Guerrilla Vest	1,600	Carries extra 8 Thermal Clips.	+2
Capacitor Chestplate	2,200	Shields regenerate at a rate of 1 point per action	+4
Shield Harness	3,600	Increase armor base shields by 10% (rounded down)	+2
Aegis Vest	4,000	+2 to Constitution	+2
Ariake Battle Vest	4,000	+2 to Strength	+2
Shoulders			
Asymmetric Defense Layer	3,500	+1 HP per level	+2
Amplifier Plates	4,500	Tech and Biotic powers deal 10% extra damage (round normally)	+1
Strength Boost Pads	5,000	+2 to Strength; melee attacks deal extra 1d6 damage (1d4 for Small creatures)	+2
Cyclonic Shield Generator	9,500	Shields gain DR 1	+2
Arms			
Off-Hand Ammo Pack	800	Carries 4 extra Thermal Clips	–
Stimulator Gauntlets	4,000	+2 to Dexterity	+1
Heavy Damping Gauntlets	6,375	Shields have DR 1	+1
Stabilization Gauntlets	13,800	+1 bonus to attack rolls; +4 to confirm critical hits; increase critical threat range by 1	–
Legs			
Life Supporting Webbing	3,500	+1 HP per level	+3
Exoskeleton Greaves	4,000	+2 to Strength	+3
Ordinance Packs	4,600	+10% Heavy Weapon ammo capacity	+2
Stimulator Conduits	5,000	+5 ft bonus to base speed	+3

Extras	Cost	Special	Weight[1]
Fiber[3]			
Advanced Fibers (+1)	2,010	Increase the armor's base Enhanced Fibers bonus by +1	+1
Advanced Fibers (+2)	8,010	Increase the armor's base Enhanced Fibers bonus by +2	+1
Advanced Fibers (+3)	18,000	Increase the armor's base Enhanced Fibers bonus by +3	+2
Advanced Fibers (+4)	32,010	Increase the armor's base Enhanced Fibers bonus by +4	+2
Advanced Fibers (+5)	50,010	Increase the armor's base Enhanced Fibers bonus by +5	+3

1. Piece modify the total armor weight by the indicated amount
2. This piece is illegal in Citadel Space and cannot be bought there through legal channels.
3. These pieces can be implemented in any armor even if the armor isn't customizable. Each armor can only have one of these pieces.

- Turians have exotic features, but because they are so common and are considered the greatest military force in the galaxy, companies have become used to mass producing armor for turians without increased cost.
- Volus, due to their mechanized suit, also require special armors. Their armors cost 15% more.
- Vorcha, due to their strange anatomy, require special armors. Their armors cost 15% more.
- Elcor, due to their size and quadruped anatomy, require special armors. Their armors cost 50% more.

Damage Reduction: Each armor reduces the impact of shots making them less deadly. However, most armors have increased protection and reduce that damage even further. This column indicates the amount of damage the armor reduces from each shot or damaging Combat/Tech/Biotic power that hits the character. The Damage Reduction of armors applies only after the character has lost his Shield HP and applies to Plating HP and normal HP.

Shields: This number indicates the base amount of Shield HP the armor possesses. Before the character's HP can be affected, the armor's shields must first be removed. Shields can be regenerated by spending 3 actions without taking an offensive action (if during those actions the character takes damage, the shields do not regenerate). This process is called restarting the shields and causes them to recover 20% their base amount every action (rounded down, minimum of 1). Taking damage halts this process.

Some items provide shield regeneration, allowing the shields to recover a fixed number of Shield HP per action. Shield HP regeneration, however, is never broken by damage but it only works while the character still has Shield HP. If the character has lost all Shield HP, the shields must be restarted before Shield HP regeneration starts to take effect.

Enhanced Fibers: Certain armors provide bonuses on Fortitude and Reflex saves made against powers and other effects (except environmental effects). This is achieved through enhanced fibers and microcores inserted into the armor's weave fabric. This column indicates the amount of bonuses each armor provides.

Armors and Critical Hits/Sneak Attacks: When the character is victim of a critical hit, he takes a serious amount of damage. In most cases that damage far outmatches the armor's Damage Reduction. The same is true for Sneak Attacks (granted by the Sneak Attack feat) which usually deals an amount of extra damage that far exceeds that which the DR can negate.

However, certain armors and armor mods (see Armor Modifications) may provide additional protection against both Critical Hits and Sneak Attacks. These provide a % chance to negate those special attacks. Basically, when a character is victim of a Critical Hit or a Sneak Attack, he rolls a d% and if the result is lower than the armor's negating chance, then the character suffers only a normal hit (to which the extra damage from a Critical Hit or a Sneak Attack is not included).

Unless otherwise stated, all armors have 0% of negating these special hits (meaning no roll is made). Anything that increases this % chance allows the roll to be made.

Please note this negating chance also applies even when the character has Shields and Plating.

Customizable: There are plenty of armors that can be customized with different pieces, losing some of their bonuses to gain others but without changing their weight. If an armor possesses an entry in this column, it means the armor can replace several of its parts. The several entries, and the piece they refer to, are: V – Visors; C – Chest; S – Shoulders; A – Arms; L – Legs. Armors that aren't customizable don't differentiate the pieces that provide the specific bonuses. The available replacements for each armor piece are given in the Extras table, below.

Please note that all armors come with a helm which includes a Visor. Replacing the Visor forces the helmet to be removed. Doing so, however, imposes a -2 penalty to Defense against critical hits and removes the ability to breathe in vacuum or in non-breathable environments. Certain customizable pieces, however, count as helmets and so this penalty to Defense is not applied when wearing them.

Special: Most armors have something that makes them special, it is what makes armor unique, truly different from others of their type. Those bonuses are indicated in the special column. Some of those bonuses are tied to a specific part of the armor and replacing it for another customizable piece will remove such bonuses.

It is best to select the armor according to your vision of your character rather than trying to get the most powerful and expensive armor available.

Any bonus that provide Shields with the ability to recharge only works while the Shields still have at least 1 HP. If the Shield HP were brought down to 0 HP, the ability doesn't work until they have been restored.

Weight: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half a much, and armor for Large characters weighs twice as much.

Variants: Like weapons, armors too have variants. Unlike weapons, armor variants do not have special abilities. Each Variant reduces armor's base weight by 5%, increases the armor's base shield HP by 10% and the armor's base DR by +1 with variants IV and VI for light armors, with variants III, V and VI for medium armors and with variants II, IV and VI for heavy armors.

The Variant II of an armor has a cost equal to the armor's cost +15%. Each additional variant has a cost equal to the previous variant + 15% (rounded normally). Armor variants only go as high as Variant VI. The cost of variants is always related to the price of the base armor. If an armor cost more because the character is of a race that has the armor prices increased, the variant costs must include that price increase.

Armor Descriptions

The types of armor are described below.

Aegis Vest: This chest armor piece built by Kassa Fabrication includes several built-in rechargeable stim-packs that increase the wearer's physique.

Agent: Produced by Aldrin Labs, these armors became well-known for being the standard issue of any C-Sec turian officer. They are cheap and reliable and their micro-computers quickly analyze the reaction of other persons and provide useful tips and hints on how to best dialogue with them.

Ajax: Developed by Cerberus and latter adapted by the Alliance for the engineer branch of the N7 program called N7 Demolishers, Ajax armor is favored by those brave or unlucky enough to lead charges to break enemy formations. Its role is to keep the wearer standing and shooting as long as possibleIt offers some benefit to omni-tool and biotic amp systems, but its main emphasis is boosting and recharging its kinetic barrier and bleeding off weapon heat through coolant circulation in its gloves. The armor's main color is black, with grey as a secondary color.

This armor is only available for campaigns set after the events of Mass Effect 2.

Amplifier Plates: Using their expertise in policing dangerous situations with limited assets, Elanus Risk Control Services (ERCS) has created shoulder protection that includes an internal micro-control system that boosts the power of amplifiers and omni-tools.

Angara Armor: This armor integrates hardware with initiative software, resulting in a sturdy hardsuit that utilizes technologies unique to the Heleus Cluster. Various adjustments have been made to the desgin to accommodate to non-angaran biology.

Archon Visor: The Archon visor uses an efficiency algorithm to balance processing power for biotic amps and omni-tools. A heads-up display and voice command software allows users to micromanage the systems, reducing the cool-down period between energy expenditures.

Ariake Battle Vest: developed by Ariake Technologies, this vest increases the wearer's strength by regulating adrenaline surges with a biofeedback system.

Asymmetric Defense Layer: Offering increased protection where it is needed most, Rosenkov Materials' proprietary coating process increases the wearer's resistance to pain with the aid of built-in rechargeable stim-packs.

Capacitor Chestplate: Micro wells developed by Armax Arsenal store part of the energy directed at the armor and use it to jump start the kinetic barrier recharge cycle.

Capacitor Helmet: A recent design, this Alliance-made helmet stores microcapacitors in its structure to replenish spent kinetic barriers of any armor it is connected to.

Cerberus Assault Armor: Designed for shock-troops by Cerberus, and so it can only be used by humans and other races with human-features, this armor provides a decently high amount of shields, increases the wearer's resistance to pain and even possesses a rechargeable pack to increase the heavy weapon's power cell. Apart from its non-customization, the armor is extremely heavy but Cerberus troops carry it as a point of pride. They have a saying: "Out of shape going in, in shape coming out."

Colossus: Without doubt the armor with the greatest damage protection available. These armors are produced by Kassa Fabrication who spares no expense in manufacturing the best armors available. This, of course, also makes them the most expensive suit of armor anyone can find. Although it provides a great amount of damage protection and shields, these armors lack the customization ability that give other, less-expensive, armors an advantage. The armor's main color is usually black while the secondary color being red.

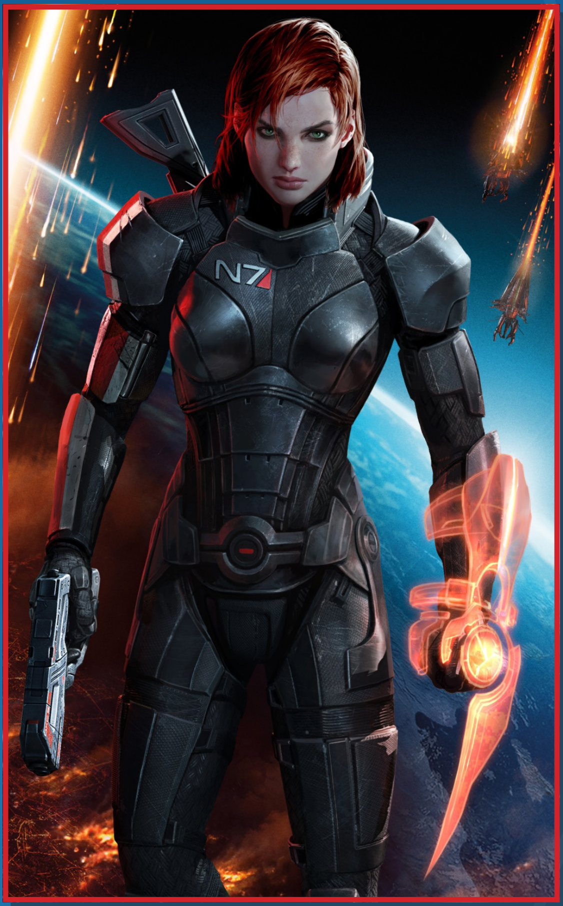
Cyclonic Shield Generator: Created by the Quarians, this shoulder-piece is scale-down of the same technology used in space ships, to enhance shields in a way that make them stronger to impact, able to absorb more damage.

Death Mask: Developed by Tyriel Advanced Communications Corporation (TACC), the Death Mask not only offers exceptional protection but also includes an advanced audio processing package that allows unprecedented clarity and resonance for spoken communication.

This piece counts as a helmet for the purpose of certain armor modifications (see below).

Exoskeleton Greaves: Created by Ariake Technologies, these greaves have VI assisted mechanisms that provide an additional power to the character's legs, effectively increasing his overall strength.

Explorer: Produced by Devlon Industries, these armors were designed to be used by those exploring new planets and star systems, thus its benefits are usually related to scouting and environmental protection. The armor's main color is usually white, the secondary color is grayish-blue, and the tertiary color is black.



General Armor: This armor's specifications are free for most armor producers so they are quite common in the galaxy. They carry no special power but are easily costumizable. In addition, they are mass produced by companies of each race, thus ensuring it is easy for any race to get one of these.

Guerrilla Vest: Developed by Armax Arsenal, this chestplate allows the wearer to greatly increase the number of Thermal Clips he can carry.

Heavy Damping Gauntlets: Armax Arsenal added micro-harmonic oscillators to reduce stress on the kinetic barriers ensuring suit integrity when faced with oncoming projectiles.

Heleus Armor: This hardsuit is the ultimate product of initiative research into Heleus Cluster species. Remnant power sources supply angaran hardware in in a frame made possible by kett bio-enhancements and Pathfinder implants. This armor is unequivocally a combat suit intended for the defense to Initiative and angaran colonies.

HyperGuardian: Hyper Guardian hardsuits were built by Kassa Fabrication as a civilian-friendly alternative to the Colossus line intended for private security in heavy-fire situations or extreme environmental conditions. The Initiative considered the bulky and unbreakable HyperGuardian a perfect choice for protecting vulnerable new colonies.

Inferno Armor: Built specifically for Cerberus field officers, the Inferno armor has a VI dedicated to recognizing signs of stress and medical trauma. This application helps assess soldiers, but can be useful in any high risk situations. The Inferno's microframe computer also manages biotic amp and omni-tool power, and microservos help the wearer's movements to counteract the armor's weight.

Kestrel: Produced by unknown manufacturers, the Kestrel Heavy Armor stands, without doubt, amongst the greatest armors available due to its large range of benefits it provides to the wearer. Its average damage reduction (when comparing it to other heavy armors) is also compensated by a high shield capacity.

Kuwashii Visor: Produced by Ariake Technologies, this simple one-eyes visor provides indications of weak points in a target's armor.

Life Support Webbing: Within a wearable framework, the Sirta Foundation developed an innovative net of micro-stimulants and medi-gel in order to increase the chances of survival for aid workers and military personnel working in a hostile environment.

Maverick: There's nothing elegant about this patchwork hardsuit. It mixes various materials and technology from the Heleus Cluster and its microframe computer runs a jumble of barely linked programs. Despite this - or because of it - the armor is highly effective in combat, with targeting and thermal distribution systems second to none.

Mercenary: Produced by Ariake Technologies and initially designed for humans, asari and turian. The Mercenary line had such success that Ariake lowered the specifications of the armor to allow for a faster mass-production as well as a lower price. It has also developed the same type of armor for all other races. The armor's main color is usually dark-red while the secondary color is black.

Mnemonic Visor: Relatively new to the market, the Mnemonic Visor is difficult to find outside Alliance space. This headpiece plugs into the rest of the user's suit, gathering data so it can adapt to the wearer's tactics. It boosts armor performance at critical moments to allow a soldier to perform with greater strength than normally possible.

N7 Armor: Born from the design of the Onyx armor, the N7 is produced by Aldrin's Labs and originally intended to be used by the highest operatives of the Alliance Special Forces. However, because it was the armor used by Commander Shepard, the armor gained a lot of fame and so it was introduced in the market. Aldrin Labs have yet to accept producing N7 Armor variants that can be used by turians, salarians and other races with non-human features.

N7 Defender Armor: The Defender Armor is a variation on the N7 Special Forces' combat gear, built to protect soldiers in long-running engagements where reinforcements may be sparse. When the wearer fires a weapon, the suit's computers divert energy from the main power cell to the gun's kinetic coils, offering an extra punch. The Defender's storage compartments are designed to hold spare thermal clips, while capacitors throughout the armor provide extra power to shields during critical moments in battle. The armor also comes with an injection system built into the suit and neural-linked bio-monitors that help adjust the wearer's breathing rate and adrenaline levels.

Off-Hand Ammo Pack: A simple but popular modification that increases the thermal clip carry capacity, developed by the Elkoss Combine and favored among mercenary groups and military personnel on active assignment.

Onyx: Designed by Aldrin Labs, this line of armors was designed to be used by Alliance Special Forces personnel. It has only been designed to be used by humans and races with human-like features. It was also from these armors that the N-7 armors were created. The armor's main color is usually dark-grey blue while the secondary is grey blue.

Ordinance Packs: Co-developed by the Rahael Group and Beckmann Financial to solve the issue of munitions storage for Heavy Weapon class engagement tools.

Pathfinder Armor: Pathfinder hardsuits are heavily modified from the initiative suit baseline, foregoing certain scientific instruments in favor of added combat capability. The role of a Pathfinder includes threat neutralization, and improved stabilizers and targeting controls help ensure they can protect his or her team.

Phantom: Produced by Serrice Council for turians only, this armor was meant to be used by turian special forces and infiltration teams. It provides bonuses to stealth skills and allows for faster shield regeneration, while not neglecting damage protection. The design of the Phantom armor is the strangest in the galaxy, clearly resembling an extremely high-tech armor. Its main color is usually black and possesses a few plates and stripes with blood-red as a secondary color.

Phoenix: Designed by Sirta Foundation to provide greater protection against biotic and tech powers. Once this armor was produced in Light, Medium and Heavy types but the later two had specifications that were easily superseded by Onyx versions. Thus their production was halted and nowadays the market no longer holds any Pheonix Medium or Heavy armor. The armor's main color is usually white while the secondary color is pink.

Project Phoenix: Designed by Cerberus to be used by their operatives that were trained and developed during Project Phoenix, this armor features several different bonuses meant to improve the wearer's melee combat efficiency.

But the greatest feature of this armor is to allow the wearer to focus his biotic powers to generate two biotic-electrical whip-like melee weapon called Phoenix Lash. Each lash is considered a heavy melee weapon that adds extra +1d8 points of damage on a successful melee attack (or +1d6 for Small-sized creatures). This weapon also possesses a reach of 10 ft. Thanks to Cerberus' technology, one or both Phoenix Lashes can be drawn as a free action. The character can choose to use one or both weapons.

The lash are attached to the armor's gauntlets and cannot be removed. They are retractable so they don't occupy any slot, and their weight is included in the armor's weight. Since they are attached to the character's arm, you are not required to wield them, and they are drawn immediately as you attempt to make a melee attack, retracting back right after it. They cannot be used along with any other melee weapon.

After the War with the Reapers, and with many Project Phoenix operatives that defected (for not agreeing with The Illusive Man's choice to use indoctrination to ensure his troops superiority and loyalty), the armor became widely known as a testimony of Cerberus ingenuity and folly. It was later on commercialized.

This armor is only available for campaigns set after the events of Mass Effect 3 or for campaigns set during those events but only for characters that defected from Cerberus Project Phoenix.

Quarian Battle Armor: Produced by quarians to outfit their best soldiers. Because quarians lack facilities and materials to produce highly durable and resistant armors, they focused on what they can improve from normal armors: the shield capacitors. As such, this armor boasts some of the best Shields of its class.

Quarian Service Vest: This armor, produced by the Quarians, is mostly used by non-combatant personnel, who take great advantage of skill bonuses the armor provides.

Recon Hood: A hood issued to covert action teams, this model's optic display interfaces with most small arms' auto-targeting software, linking hand and eye for improved accuracy and increased weapon damage. Ballistic-mesh fabric and composite ceramic plating provide necessary armor, and the integral air filter helps in hostile environments.

This piece counts as a helmet for the purpose of certain armor modifications (see below).

Remnant: This armor was designed from scratch by the Initiative using Remnant technology. Its servos, microframe computer, and kinetic barrier generators are all dependent on Remnant science and artifacts. this resilient and regenerative hardsuit has an energy surplus, though its internal systems can be difficult to properly monitor.

Rosenkov Armor: Manufactured by Rosenkov Materials, a Russian corporation that has been most successful in the Citadel space markets, this armor is similar to the N7 armor only it focuses on reducing the cooldown of powers without neglecting the wearer's survivability. In order to compete in the market, Rosenkov Materials ensured this armor could be reproduced for any other race.

Scorpion: Produced by Hahne-Kedar, the scorpion armor was designed to provide greater protection to weak spots on the wearer's body. The armor's main colors are usually white with light-brown camouflage themes while the secondary color is black.

Securitel Helmet: The Securitel Helmet was originally designed as riot-gear. It is covered in ablative plating, well-padded to lessen damage from shocks, blows and bullet impacts. The helmet's emitters boost shielding in the rest of the armor, while its onboard computers monitor the wearer's heart-rate and central nervous system.

Sentry Interface: This visor works with the Sentry system, a software application that optimizes an armor suit's microframe computer. When the Sentry system is running, more power can be devoted to shield management.

Shield Harness: A series of ultra-efficient storage cells designed by Armax Arsenal to augment the existing power in the operation of the wearer's kinetic barrier.

Silverback: Produced by Hahne-Kedar specifically for turians, these armors are meant to provide greater protection against biotic and tech attacks. The armor's main color is usually silvery-white while the secondary is dark-blue.

Stabilization Gauntlets: Incorporating micro-gyros linked with a hardsuit's internal targeting aids these gauntlets from Aldrin Labs ensure better battlefield performance.

Stimulator Conduits: Incorporates a series of beryllium and tungsten braces and micro-servos to support and enhance the natural movements of the wearer for short periods of time. Originally developed by the Sirta Foundation for search and rescue personnel, it has been adapted for military use.

Stimulator Gauntlets: Developed by Kassa Fabrication, these gauntlets possess built-in rechargeable stim-packs that increase the wearer's agility.

Strength Boost Pads: Incorporates a series of lightweight beryllium and tungsten braces and micro-servos to support and enhance the natural movements of the wearer. Originally developed by the Sirta Foundation to aid in the primary construction phase of planet setttlement, it has since been adapted for more martial purposes.

T5-V Battlesuit: The most powerful armor ever produced by the Alliance, the T5-V Battlesuit is known to provide "mech-like protection" to its wearers. Driven by eezo-assisted actuators, this armor not only enhances the wearer's strength but also increases the effectiveness of powers and weapons.

In addition, it carries a self-loading rocket propelled grenade (RPG) launcher. This launcher can propel normal grenades with a Free Action, against one single target. The range of this RPG is 60 ft and can fire up to a maximum of 3 range increments. To hit, the wearer makes an attack roll using his BAB and Intelligence modifier (this weapon is part of the suit and therefor no feats or features can increase this attack bonus, unless otherwise stated). After firing the grenade, the wearer's current Shield HP are reduced by 50% until the beginning of the next round (Shield HP effectively recovers the amount lost but retain all damage taken in the meanwhile. If they are reduced to 0, they are not restored).

Firing one missile consumes 1 grenade, and if the character has no more grenades no more missiles can be fired.

Terminus Assault Armor: Built by unknown manufacturers in the Terminus Systems, this assault armor is meant to be used by fast-and-hard strike teams. Its menacing appearance and coloration can be intimidating. The armor's main color is black, and possesses only a few lines with red as a secondary color. Its visor is Y-shaped.

Umbra Visor: A next-generation night-vision device that assists targeting. By detecting the focal point of the wearer's eyes and enhancing the image at that location, the visor helps direct a biotic power or a shot from an omni-tool exactly where the wearer is looking.

Vohrtix Armor: Designed by the salarian military to be one of the strongest armor a salarian could use, the Vohrtix armor boasts not only durable and strong armor material, granting the highest damage protection available, but also excellent shield capacitors with the ability to regenerate the armor's shields. As some salarians might say "the only way I'd be safer than I'm with vohrtix is if I was inside of a tank". The Vohrtix armor's main color is usually yellow while the secondary is white.

Warlord: An armor developed specifically for Krogan, and only available as Heavy armor. This armor is made by Elanus Risk Control Services (ERCS) and is without doubt one of the best armors available due to its high damage protection and shields. In addition, it reinforces the krogan's natural Plating and increases their melee damage, thus making it dangerous in the hands of powerful krogan soldiers and battlemasters.

Custom-made armor

It is possible for characters to request a specific custom-made armor to a manufacturer but because such armors are unique they are far more expensive. Still, this allows a character to wear an armor that fits his tastes and specifications. In the Mass Effect game we can see certain characters who wear custom-made armor, such as Miranda and Samara.

Custom-made armors are also divided into the three armor categories: light, medium and heavy. The decision of the armor type is the first big limitation to a custom-made armor. A character wishing a heavy armor with a high DR cannot have his armor made of synthetic leather. On the other hand, a character that wishes no DR can have armors made of synthetic

Armor's Bonuses	Base Cost
Damage Reduction	DR value squared and multiplied by 2000 (maximum of 1 for Light armors, 3 for Medium, 6 for Heavy)
Shield HP	Value multiplied by 325 (Light armors cannot have more than 60 Shield HP, Medium cannot have more than 120 Shield HP and Heavy cannot have more than 180 Shield HP)
Enhanced Fibers	Value multiplied by 300 (maximum of 5 for Light armors, 3 for Medium, 1 for Heavy)
Customizable	Number of customizable pieces squared multiplied by 175
Weight	Total armor weigh multiplied by -30 (min: 10 lbs for Light armor, 30 lbs for Medium, 60 lbs for Heavy; max: 4 times minimum limit)
Skill bonus	Value of bonus multiplied by 100 (max: +5 bonus)
Extra thermal clips	Number of extra thermal clips multiplied by 100 (max: +5 bonus)
Grants HP per level	Number of HP per level multiplied by 2,000 (max: +5 per level)
Reduce hazardous level	Value of Hazardous Level reduction multiplied by 1,000 (max: 2)
Bonus to attack rolls	Bonus squared multiplied by 750 (max: +5)
Shield HP regeneration	Number of Shield HP regeneration (per action) squared multiplied by 450 (max: 5)
Shield HP have DR	Shield HP DR squared and multiplied by 2350 (max: DR 5)
Chance of negating critical hits/sneak attacks	Multiply total chance of negating critical hits or sneak attacks by 100
Melee damage bonus	Bonus multiplied by 1,000 (max: +5)
Damage bonus per shot	Bonus squared multiplied by 2,000 (max: +3)
Speed bonus	Bonus to speed multiplied by 300 (bonus speed is measured in increments of 5 ft, so a +5 ft bonus has a base cost of 1,500. Max: 15ft)
Reduce damage from specific source	Value of damage reduced (this reduction is applied after DR) multiplied by 875 (max: 5 reduction)

leather that allow greater mobility and weigh much less.

The cost of a custom-made armor can vary greatly, depending on the bonuses it provides. This section provides a few guidelines that GMs and players can use to determine the cost of a custom-made armor, as follows:

Determine armor's statistics and special bonuses according to the previous table. Take note of the cost of each ability. After that, if the custom-made armor is Light, add all the base cost and divide it by 3 to obtain the final cost of the custom-made armor. If the custom-made armor is Medium, add all the base cost and divide it by 2,5 to obtain the final cost of the custom-made armor. If the custom-made armor is Heavy, add all the base cost and divide it by 1,7 to obtain the final cost of the custom-made armor.

Remember, if the character is of a race that increases the cost of the armor, increase the final cost of the custom-made armor by that amount.

Round all values normally.

Biotic Amplifiers

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous system that react to electric stimuli from the brain. Biotic Amplifiers (also known as bio-amps) allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use. An implant is a surgically-embedded interface port into which amps are "plugged in". They are also known as 'wetware' because of their cybernetic nature.

Bio-amps aren't exactly necessary for a biotic-user, but without one he has tremendous more difficulty in controlling his powers. If a biotic user possesses no bio-amp, the DCs for all his Biotic powers is reduced by 1, the biotic point cost increases by 1 for all powers and the duration of his powers is reduced by 1 action (to a minimum of 1 action). Only asari can go about using biotics without the support of a bio-amp and so they don't suffer from these penalties.

Bio-amps also have specific benefits depending on their manufacturer.

To determine the price of a bio-amp, simply select the bio-amp from the following tables. The bio-amp abilities are added to this cost as well.

Bio-amps weigh practically nothing.

Bio-Amp Abilities

Bio-amps can have many abilities: from increasing the DCs of Biotic powers, providing new biotic points, increasing the duration of Biotic powers, increasing their effect or even reducing their cooldown. However, not all bio-amps allow for a multitude of abilities. Depending on their manufacturer and type, a bio-amp has a certain number of functions

Unity Amp (manufacturer: Sirta Foundation)
Benefit: When using 2 Normal Actions to recover biotic points, recover +2 biotic points.

Type	Number of Functions	Base cost (credits)
UA1	0	210
UA2	3	285
UA3	6	555
UA4	8	820
UA5	11	1,390
UA6	14	2,125
UA7	17	3,055
UA8	20	4,155
UA9	22	4,995
UA10	25	6,390

Solaris Amp (manufacturer: Aldrin Labs)
Benefit: You only need 1 Normal Action to recover biotic points but recover only 1/2 Wis mod (rounded down, minimum of 1 point).

Type	Number of Functions	Base cost (credits)
L3-I	0	180
L3-II	3	255
L3-III	6	525
L3-IV	9	965
L3-V	12	1,595
L3-VI	15	2,390
L3-VII	18	3,380
L3-VIII	21	4,540
L3-IX	24	5,890
L3-X	27	7,410

Prodigy (manufacturer: Armali Council)
Benefit: +1 attack bonus on all attack rolls made with biotic powers.

Type	Number of Functions	Base cost (credits)
P1	5	405
P2	11	1,350
P3	17	3,020
P4	22	4,960
P5	28	7,945
P6	34	11,655

available. You can then add any number of abilities to that bio-amp as long as the sum of the Function Cost of the ability doesn't exceed that allowed by the of bio-amp.

Bio-amp abilities can be removed but doing so is not considered as selling those abilities, so the character won't gain money for removing them (but it will free space available in the bio-amp). When selling a bio-amp, include the bio-amp's price the price of all abilities currently present in the bio-amp.

Polaris (manufacturer: Kassa Fabrication)
Benefit: For biotic powers that send the target flying, the target rolls any save twice and chooses worse result.

Type	Number of Functions	Base cost (credits)
Pol-1	6	490
Pol-2	13	1,810
Pol-3	20	4,105
Pol-4	26	6,855
Pol-6	33	10,975
Pol-10	39	15,285
Pol-2X	46	21,225

Savant (manufacturer: Serrice Council)
Benefit: Biotic powers cost 1 less biotic point to use

Type	Number of Functions	Base cost (credits)
Type I	40	16,085
Type II	50	25,065
Type III	60	36,045

Note that bio-amp abilities do not stack, only the highest applies. So buying a bio-amp with six "+1 DC to all Biotic powers" upgrade does not provide the character with +6 bonus to DC of Biotic powers, it provides +1 bonus to DC. The only abilities that stack are the abilities providing direct biotic points (not based on level). So you could buy an amp with five times the "+1 biotic point" ability to gain a total of +5 biotic points, at a cost of 5 functions.

The following abilities can be added to any bio-amp.

Ability	Cost modifier (credits)	Function cost
+1 biotic point	+470	1
+2 biotic points	+1,250	1
+3 biotic points	+2,110	1
+4 biotic points	+3,000	1
+5 biotic points	+3,910	1
+1 biotic point per level	+3,500	10
+2 biotic point per level	+14,000	15
+1 DC to all Biotic powers	+1,500	5
+2 DC to all Biotic powers	+6,000	10
+3 DC to all Biotic powers	+13,500	15
+4 DC to all Biotic powers	+24,000	20
When recovering Biotic Points, recover 2× the normal number of points	+1,500	3
When recovering Biotic Points, recover 3× the normal number of points	+4,350	7
When recovering Biotic Points, recover 4× the normal number of points	+8,750	11
Increase duration of Biotic powers by 1 action	+5,000	10

Ability	Cost modifier (credits)	Function cost
Increase duration of Biotic powers by 2 actions	+20,000	20
Reduce cooldown of Biotic powers by 1 action (minimum of 1)	+5,000	10
Reduce cooldown of Biotic powers by 2 actions (minimum of 1)	+20,000	20
Increase damage done by Biotic powers by +1 for each damage die of the power (example: a *Throw* dealing 2d6 now deals 2d6+2). Powers with fixed damage, like Flare, deal extra 15% damage (rounded down)	+2,000	7
Increase damage done by Biotic powers by +2 for each damage die of the power (example: a *Throw* dealing 2d6 now deals 2d6+4). Powers with fixed damage, like Flare, deal extra 30% damage (rounded down)	+8,000	15
Increase damage done by Biotic powers by +3 for each damage die of the power (example: a *Throw* dealing 2d6 now deals 2d6+6). Powers with fixed damage, like Flare, deal extra 50% damage (rounded down)	+18,000	22
Biotic powers that provide Shield HP or Shield HP DR increase current Shield HP by 3× Cha mod until the power is removed	+3,000	6
Biotic powers that provide Shield HP or Shield HP DR increase current Shield HP by 6× Cha mod until the power is removed	+8,500	12
Biotic powers that provide Shield HP or Shield HP DR increase current Shield HP by 10× Cha mod until the power is removed	+15,600	18

Omni-Tools

Omni-tools are multipurpose diagnostic and manufacturing tools used for a variety of battlefield tasks, such as hacking, decryption, or repair. It is also through them that characters use Tech powers.

When activated, an omni-tool appears over a person's off-hand and forearm as an orange hologram. An omni-tool can also be reconfigured to appear over the right hand for a left-handed user.

Omni-tools are handheld devices that combine a computer microframe, sensor analysis pack, and minifacturing fabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance. They can also be used to scan people for weapons, scan DNA, fingerprints, watch the news, play video-games and even create a flashlight (scanning only works for adjacent targets and objects).

Omni-tools don't hinder movement in any way, even when activated, as its physical representation is nothing more than an hologram. Special sensors in the gloves or fingertips of the user detect which holographic button he is pressing, transmitting that information to the omni-tool, just like holographic computer-interfaces aboard ships and vehicles.

The fabrication module can rapidly assemble small three-dimensional objects from common, reusable industrial plastics, ceramics, and light alloys. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment and applying medicine from stimulants to medi-gel.

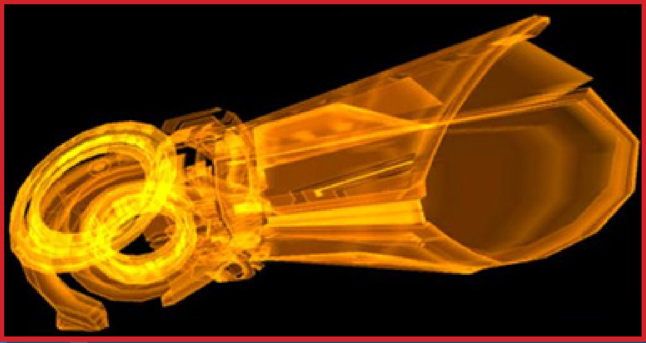
Like bio-amps, omni-tools can have numerous abilities. Unlike bio-amps, whose processing chips are limited, any omni-tool can have unlimited abilities. Also unlike amplifiers, omni-tools can be upgraded any time, by downloading new software, for as long the character has access to a trade network or a merchant's store. Multiple similar abilities, however, don't stack, applying only the greater bonus (so buying two times a "+2 DC to all Tech powers" won't increase the bonus DC to +4, remaining instead at +2, while buying "+2 bonus to Electronics checks" and then "+5 bonus to Electronics checks" won't increase the bonus to +7, remaining at +5).

Omni-tools, in its basic form, allows a character to use Damping, Decryption, Electronics, First Aid, Hacking and Repair skills as well as Tech powers. Without one, these skills and powers cannot be used. They also grant access to communication channels.

The basic omni-tools cost 50 credits and weighs 0,5 lbs. New functionalities and abilities have to be bought at trading networks or stores.

Note that omni-toll abilities do not stack, only the highest applies. So buying six times the "+1 bonus to Electronics checks" ability does not provide the character with a total +6 bonus on Electronic checks, only provides a total of +1 bonus.

Also note that any damage, from functionalities that work like weapons, is for Medium-sized creatures. Reduce accordingly for creatures of other sizes.



Omni-Tool Abilities

Ability	Cost (credits)	Ability	Cost (credits)
+1 bonus to Electronics checks	+100	+1 bonus to Attack rolls with pistols	+2,500
+2 bonus to Electronics checks	+800	+2 bonus to Attack rolls with pistols	+7,000
+5 bonus to Electronics checks	+2,500	+1 bonus to Attack rolls with submachine-guns	+2,500
+1 bonus to Damping checks	+100	+2 bonus to Attack rolls with submachine-guns	+7,000
+2 bonus to Damping checks	+800	+1 bonus to Attack rolls with assault rifles	+2,500
+5 bonus to Damping checks	+2,500	+2 bonus to Attack rolls with assault rifles	+7,000
+1 bonus to Decryption checks	+100	+1 bonus to Attack rolls with shotguns	+2,500
+2 bonus to Decryption checks	+800	+2 bonus to Attack rolls with shotguns	+7.000
+5 bonus to Decryption checks	+2,500	+1 bonus to Attack rolls with sniper rifles	+2,500
+1 bonus to First Aid checks	+100	+2 bonus to Attack rolls with sniper rifles	+7,000
+2 bonus to First Aid checks	+800	+2 bonus to Attack rolls with ranged touch attacks	+3,000
+5 bonus to First Aid checks	+2,500	+4 bonus to Attack rolls with ranged touch attacks	+8,000
+1 bonus to Hacking checks	+100	+1 bonus on Heavy Weapons checks	+2,500
+2 bonus to Hacking checks	+800	+2 bonus on Heavy Weapons checks	+7,000
+5 bonus to Hacking checks	+2,500	When recovering Tech Points, recover 2× the normal number of points	+1,500
+1 bonus to Repair checks	+100	When recovering Tech Points, recover 3× the normal number of points	+4,350
+2 bonus to Repair checks	+800	When recovering Tech Points, recover 4× the normal number of points	+8,750
+5 bonus to Repair checks	+2,500	Increase duration of Tech powers by 1 action	+5,000
+1 tech point	+250	Increase duration of Tech powers by 2 actions	+20,000
+2 tech points	+1,000	Reduce cooldown of Tech powers by 1 action (minimum of 1)	+5,000
+3 tech points	+2,250	Reduce cooldown of Tech powers by 2 actions (minimum of 1)	+20,000
+4 tech points	+4,000	Character can attempt Decryption checks at half the time by taking a -5 penalty on the check	+1,000
+5 tech points	+6,250	+1 to all attack rolls and Heavy Weapon rolls (doesn't stack with other Omni-Tool abilities that grant a bonus to attack rolls or Heavy Weapon rolls)	+8,000
+1 bonus on Piloting checks	+100	+2 to all attack rolls and Heavy Weapon rolls (doesn't stack with other Omni-Tool abilities that grant a bonus to attack rolls or Heavy Weapon rolls)	+22,750
+2 bonus on Piloting checks	+800	Increase damage done by Tech powers by +1 for each damage die of the power (example: an *Incinerate* dealing 2d6 now deals 2d6+2)	+2,000
+5 bonus on Piloting checks	+2,500	Increase damage done by Tech powers by +2 for each damage die of the power (example: an *Incinerate* dealing 2d6 now deals 2d6+4)	+8,000
+1 tech point per level	+3,500	Increase damage done by Tech powers by +3 for each damage die of the power (example: an *Incinerate* dealing 2d6 now deals 2d6+6)	+18,000
+2 tech point per level	+14,000	Shield bonus provided by Tech powers increases by 1 per Int mod	+3,000
+1 DC to all Tech powers	+1,500	Shield bonus provided by Tech powers increases by 2 per Int mod	+8,500
+2 DC to all Tech powers	+6,000	Shield bonus provided by Tech powers increases by 3 per Int mod	+15,600
+3 DC to all Tech powers	+13,500	Increases Critical Threat Range for all firearms and Heavy Weapons by +1	+10,000
+4 DC to all Tech powers	+24,000	Increases Critical Threat Range for all firearms and Heavy Weapons by +2	+35,000

Omni-Tool Functionalities

Ability	Cost (credits)
Local News-broadcast Receptor: omni-tool is equipped with a special receptor allowing the character to watch or hear local news-broadcasts from its omni-tool	+1,000
Planetary News-broadcast Receptor: omni-tool is equipped with a special receptor allowing the character to watch or hear news-broadcasts of the entire planet from its omni-tool	+10,000

Omni-Tool Functionalities

Ability	Cost (credits)
Star-System News-broadcast Receptor: omni-tool is equipped with a special receptor allowing the character to watch or hear news-broadcasts of the entire star system from its omni-tool	+30,000
Weapon's Scan: omni-tool is equipped with a scanning software that detects any weapon the character is carrying and where	+6,000
Finger Print Scan: omni-tool is equipped with a scanning software that identifies finger prints in a surface and compares them with those in a database to which it has access.	+3,000
System's Scan: omni-tool is equipped with a scanning software that detects any problems with the electronics or software of a nearby terminal, machine or mech. Requires 6 actions to scan	+600
Omni-Blade: This special blade is created by a disposable silicon-carbide weapon flash-forged by the tool's mini-fabricator. The transparent, nearly diamond-hard blade is created and suspended in a mass effect field safely away from the user's skin. Warning lights illuminate the field so the searing-hot blade only burns what it is intended to: the opponent. This functionality adds extra 1d6 damage on a successful melee attack. Counts as a Light Melee Weapon Because the weapon exists only for a short duration, the character must not occupy a hand wielding it, as it happens with normal melee weapons. In order to use the omni-blade, the character must have at least 1 free hand or must drop what he is wielding in order to make the melee attack. Increase omni-tools weight by 1 lb.	+1,000
Omni-Blade Overload Upgrade: This upgrade can only be applied to an already existing omni-blade. When it is, any character with the ability to use the *Overload* Tech power, can apply 1/2 that power's ranks (rounded down, minimum of 1) as bonus damage on his melee attacks made with the upgraded omni-blade. This bonus damage is multiplied on a critical hit, and doubled when it damages Shield HP or synthetics/mechs. The omni-blade can have several upgrades but when it is used on a melee attack the character must choose which upgrade is being used. Increase omni-tools weight by 0,5 lb.	+2,500
Omni-Blade Incinerate Upgrade: This upgrade can only be applied to an already existing omni-blade. When it is, any character with the ability to use the *Incinerate* Tech power, can apply 1/2 that power's ranks (rounded down, minimum of 1) as bonus damage on his melee attacks made with the upgraded omni-blade. This bonus damage is multiplied on a critical hit, and doubled when it damages Plating HP. The omni-blade can have several upgrades but when it is used on a melee attack the character must choose which upgrade is being used. Increase omni-tools weight by 0,5 lb.	+1,200
Omni-Blade Cryo Upgrade: This upgrade can only be applied to an already existing omni-blade. When it is, any character with the ability to use the *Cryo Blast* Tech power, can perform melee attacks, with this upgrade, that freeze or chill the target. If the target is damaged by this attack, he must make a Fortitude save (DC equal to *Cryo Blast* tech power DC) or becomes chilled for 1 action (chilled targets have their speed reduced by 10 ft). On a critical hit, the target saves to avoid being frozen instead, but a successful save means he is chilled nevertheless. The omni-blade can have several upgrades but when it is used on a melee attack the character must choose which upgrade is being used. Increase omni-tools weight by 0,5 lb.	+1,500
Omni-Blade Warp Upgrade: This upgrade can only be applied to an already existing omni-blade. When it is, any character with the ability to use the *Warp* Biotic power, can apply 1/2 that power's ranks (rounded down, minimum of 1) as bonus damage on his melee attacks made with the upgraded omni-blade. This bonus damage is multiplied on a critical hit. The omni-blade can have several upgrades but when it is used on a melee attack the character must choose which upgrade is being used. Increase omni-tools weight by 0,5 lb.	+1,800
Omni-Blade Piercing Upgrade: This upgrade can only be applied to an already existing omni-blade. When it is, any character with the ability to use one Combat power has the critical threat range of any melee attack he makes with the omni-tool increased by 1. The omni-blade can have several upgrades and unlike the others this is a permanent upgrade that is present in any attack made with the omni-tool (even in attacks made with other upgrades). Increase omni-tools weight by 0,5 lb.	+3,500

Omni-Tool Functionalities

Ability	Cost (credits)
Omni-Shield: Utilizing similar technology to the Omni-Blade, an Omni-Shield creates a large and extremely hard, semi-holographic shield. It takes 1action to deploy the Omni-Shield. When deployed, an Omni-Shield increases the user's cover bonus to Defense by +6 and cover bonus to Reflex saves by +3. It also increases the users chance to negate critical hits and sneak attacks from attacks originating from the characters front by 50%. Use best judgment to determine a characters front. The shield last until deactivated, which takes 1 action, or until destroyed (see below). The Omni-Shield, although protective, is cumbersome to use. While deployed, the user's movement speed is reduced by 15 ft. While deployed, the arm on which the Omni-Shield is deployed may only be used to defend with the Omni-Shield, so the user may not dual wield. The shield has a special support that allows the use of firearms that require two hands to use but doing so makes it impossible to perform any special attack related action and imposes a -2 penalty on all attack rolls. The user is also unable to use the omni-tool generating the shield. The user can, however, perform melee attacks with the omni-shield, gaining a +2d6 bonus to melee damage (omni-shield is considered a heavy melee weapon). If the character deals damage, he can make an opposed Str check with the target to push him back 5 ft if he wins (+5 ft for each additional 5 points above the target's Str check result). The Shield may be attacked normally, using the user's Defense without the omni-shield's bonus. The omni-shield has Shield HP 100, a Shield HP DR 2 and recovers Shield HP at a rate of 2 per action. If destroyed, the character must spend 1 minute repairing this omni-tool functionality (Repair or Electronics check DC 20 required to succeed). Until it is repaired, the omni-shield cannot be used again. Even if deactivated, the omni-shield is still considered damaged until his Shield HP have regenerated to maximum. The omni-shield's Shield HP cannot be recovered in any way except through its regeneration. This functionality can be applied to an omni-tool that already possesses a lesser omni-shield (see below). If so, the user can choose which shield it creates. Increase omni-tool's weight by 5 lb.	+10,000
Lesser Omni-Shield: Exactly like an omni-shield but smaller and lighter. It provides only +3 cover bonus to Defense and +1 cover bonus to Reflex saves, it counts as a light melee weapon and adds only +1d6 extra damage on a melee attack. In addition it possesses only Shield HP 50 and Shield HP DR 1. However, it only reduces the user's speed by 10 ft. This functionality can be applied to an omni-tool that already possesses an omni-shield (see below). If so, the user can choose which shield it creates. Increase omni-tool's weight by 3 lb.	+5,000
Health-Scan: omni-tool is equipped with scanning software that identifies diseases, poisons or other health-related problems in the air, food, water or target. Requires the target to remain in place for 6 actions	+600
DNA-Scan: omni-tool is equipped with scanning software that a target's DNA, comparing it with any DNA on a database to which it has access. Requires 6 actions to scan	+5,.000
Flashlight: cone of 20 ft bright light and 40 shadowy	+200
Camera: omni-tool is equipped with a camera that can film like a normal camera. Using this functionality requires one action to be spent each round. It can record up to 3 hours of footage	+550
Games: The omni-tool allows for games to be downloaded and played in it. GM decides the price of the games	+50
Radar: The omni-tool is equipped with a radar feature that allows characters to determine the location of enemies nearby, regardless of whether the character has line of sight to them or not. The radar works by picking up small wave transmissions emitted by working armors, weapons, synthetics and mechanical (if the synthetics/mechanicals are powered down, the radar does not pick them up). To use the radar, a character must spend 4 consecutive actions that provoke AoO (taking damage during those actions disrupts the attempt) and picks up creatures (indicating their position related to the character) that are up to 100 ft. Increase omni-tools weight by 0,5 lb.	+300
Improved Radar: Can only be applied to an omni-tool that already has a *radar*. This doubles the omni-tool's radar range. Increase omni-tools weight by an additional 0,5 lb.	+1,000
Communications Jammer: You can use your omni-tool to jam communications from nearby communication arrays and omni-tools within 500 ft for 3 minutes. Do to so you must make a Damping check and spend one full-round action. Affected equipment can be repaired, with a full-round action, by making a Repair check (DC equals Damping check result).	+15,000
Tracer-Bug: You can fire, with 1 action, a small tracer-bug against a target up to 30 ft away. The bug lasts for 1 hour, after which it self-desintegrates harmlessly, but if it takes even 1 point of damage it is destroyed. For as long as the bug lasts, or until it is destroyed, the bug will transmit the target's coordinates and relative position to the character's omni-tool. An advanced version of the bug allows the character to listen, through his omni-tool, to anything the target says. The tracer can be found with a Search check DC 10 or a Spot check DC 20.	+5,000 or +10,000 if listening option is chosen

Omni-Tool Functionalities

Ability	Cost (credits)
Tracer-Bug: You can fire, with 1 action, a small tracer-bug against a target up to 30 ft away. The bug lasts for 1 hour, after which it self-desintegrates harmlessly, but if it takes even 1 point of damage it is destroyed. For as long as the bug lasts, or until it is destroyed, the bug will transmit the target's coordinates and relative position to the character's omni-tool. An advanced version of the bug allows the character to listen, through his omni-tool, to anything the target says. The tracer can be found with a Search check DC 10 or a Spot check DC 20.	+5,000 or +10,000 if listening option is chosen
Motion Detector: Your omni-tool becomes equipped with a Motion Detector Radar. This works just like a normal radar but it can be used with 2 actions instead, has only a range of 50 ft and instead of detecting working weapons, synthetics and mechanical creatures, it detects any movement of creatures and objects from Tiny to Colossal size.	200
Improved Motion Detector: Can only be applied to an omni-tool that already has a Motion Detector. This upgrade doubles the omni-tool's Motion Detector range.	1,000
Omni-Bow: Similar to an omni-blade, the omni-bow creates an holographic hand-crossbow mounted on the character's wrist. It then uses grenades as non-explosive projectiles. Useful to us as a last resource or when lacking a sniper rifle. Normally the omni-bow is a Single Shot weapon that fires grenades (critical: 20/x3). The grenade doesn't explode on impact affecting an area. Instead deals its 3d6 points of damage to the target it hits (creatures smaller than Medium suffer a -1d6 damage reduction to the omni-bows damage). The omni-bow has a range of 30 ft but counts as a sniper rifle for purpose of maximum range increments and even for what special attack actions it can make. Reloading it requires 1 action. On a successful critical hit, made with this weapon, the target is pushed back 1 square (5 ft) and falls prone. The Omni-Bow can be charged for greater effect. To charge the weapon the character must spend 1 action. Once charged, the shot has a range of 50 ft (instead of 30 ft) and its Critical Threat Range is increased by 2 (to 18-20/x3). In addition, attacks made with the Omni-Bow have a lingering effect, dealing an additional 1 point damage at the beginning of the target's next action. Multiple attacks stack this damage. Because the Omni-Bow projectiles travel somewhat slowly, the targets gain double movement bonus to defense. It is a free action to materialize the Omni-Bow. Dematerializing it also requires 1 free action and any grenade loaded to it is dropped (if the character has the other hand free he can catch it without any check needed). Grenades dropped this way don't explode and are not active and count as a normal grenade just found/bought. The Omni-Bow uses grenades for ammo. It can also fire grenades targeted by Grenade-Based powers. Whenever the character reloads the omni-bow, he must decide which grenade-based power (if any) goes active in the grenade. If one goes active, it doesn't affect an area upon impact, instead it affects only the target of the shot. If used to target a single square, its effects apply only to that square. The omni-bow cannot fire smoke grenades. Grenades loaded onto an omni-bow have their explosive timer deactivated. The grenades take immediate effect upon hitting the target. The Omni-Bow is both silent and flash-less, therefore reducing the hide check penalty after a shot by -4. Increases weigh of the omni-tool by +1 lb	+8,000
Advanced VI: You can install one additional weapon and armor mod (still limited to one mod of each type) in weapons and armors. When using those weapons and armors, that third mod functions normally	+28,000

Weapon Modifications

Any non-melee weapon can be modified to fit the desires of the characters that wield them. The available weapon modifications, also known as "weapon mods", are described in this section. Any weapon can have up to 2 different mods but no more than one of the same type. In addition, mods can be replaced by another with the use of the omni-tool and by spending 5 actions. This, of course, requires concentration to do the job.

Weapon mods that have a numeric type number (like Pistol Scope II), require the character to already have the previous mods of the same type but lower number. So a Pistol Scope V requires the character to have bought or acquired the Pistol Scope I, II, III and IV. Buying a superior mod of the same type automatically replaces the previous one (since only the number I is the hardware and the remaining are mostly software upgrades).

Any bonus to damage provided by weapon mods is also multiplied on critical hits.

Note: Weapon mods that reduce the weapon's firing rate have different effects on weapons that have a rate of fire of 1. For such weapons, those mods do not reduce the RoF (a Single Shot weapon will always be a Single Shot weapon; a weapon with SA 1 will always be at least SA 1) however the penalty still applies if an attachment that increases RoF is added. For example, if a M-99 Saber Type I (SA 1) has a Scram

Rail attached to it (reduces RoF by 2), the weapon's RoF is still SA 1. However, adding it a Frictionless Materials attachment (which usually increases RoF by 1) won't increase this weapon's RoF because the other attachment was reducing it by 2. Another increase of 1 in that weapon's RoF still has no effect because only then is the Scram Rail penalty to RoF mitigated.

On the other hand, if a SS receives an attachment that increases its RoF, the weapon does not become Semi-Automatic, Burst or Automatic, so increasing the RoF on these weapons has no effect.

Pistol Mods	**Cost (credits)**
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1,000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators or lower	2,500
Sight Upgrades	
Scope I: +1 bonus on attack rolls with that weapon when using the *Aiming* action.	2,000
Scope II: +2 bonus on attack rolls with that weapon when using the *Aiming* action.	5,660
Scope III: +3 bonus on attack rolls with that weapon when using the *Aiming* action.	10,400
Scope IV: +4 bonus on attack rolls with that weapon when using the *Aiming* action.	16,000
Scope V: +5 bonus on attack rolls with that weapon when using the *Aiming* action. Increase critical threat range by 1.	25,000
Power Magnifier I: Increase damage dealt by Biotic and Tech powers by 1, when wielding the pistol	2,000
Power Magnifier II: Increase damage dealt by Biotic and Tech powers by 3, when wielding the pistol	8,000
Power Magnifier III: Increase damage dealt by Biotic and Tech powers by 5, when wielding the pistol	18,000
Cooling Upgrades	
Heat Sink I: Increase rate of fire by 1	2,500
Heat Sink II: Increase rate of fire by 2	7,070
Ultra-Efficient Heat Sink I: Applicable only to SS weapons. The weapon can make one additional One-Shot attack action before it needs to reload. This attack can be made in the same round the weapon was already used to make a One-Shot attack.	15,000
Ultra-Efficient Heat Sink II: Applicable only to SS weapons. The weapon can make two additional One-Shot attack action before it needs to reload. This attack can be made in the same round the weapon was already used to make a One-Shot attack.	40,000
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1	3,500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1	8,000
Barrel Extension: Increase weapon's base range by 50% (rounded to nearest 5 ft increment)	2,500
Cranial Trauma System: Increase pistol's critical multiplier by 1	15,500
Heavy Barrel: Weapon deals one additional dice of damage (for example, an M-5 Phalanx with this mod deals 2d6 damage per shot). Reduce rate of fire by 1. Increase weapon's weigh by 50% (apply after reduction from variant).	20,000
Pistol Suppressor: When firing the weapon, the enemy must make a Listen check DC 15 or fails to hear the shot and where it comes from. Each weapon's shot deals -1 damage (minimum 1)	3,000
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally). Cannot be used with Pistol Ultralight Materials.	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally). Cannot be used with Pistol Ultralight Materials.	1,200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally). Cannot be used with Pistol Ultralight Materials.	2,700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally). Cannot be used with Pistol Ultralight Materials.	4,800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally). Cannot be used with Pistol Ultralight Materials.	7,500
Shrapnel Ammo: Increase weapon's critical threat range by 1.	6,000
Explosive Ammunition: Each shot deals has its damage multiplied by x2 (in case of critical hits, or powers that do critical damage, remember the multiplying rules). The damage from each shot carries to the next layer of protection. Creatures adjacent to the target take half that damage. RoF is decreased by 3 (minimum of 1). Total Recoil Penalty is increased by 2. You must spend 2 Thermal Clips, to gain the benefit of one. Reload time is increased by 1 action (when using this mod, reload time cannot be reduced below 1 action). If used by a SS weapon, the reload time increases by 1 additional action. Combat Powers that require the character to make a shot will benefit from the bonuses granted by this weapon mod, and suffer its penalties. Using this mod prevents the usage of Ammo powers.	10,000

Pistol Mods	**Cost (credits)**
Mass-Accelerator Upgrades	
Burst Enhancement: When firing one single bullet, the weapon fires an additional 1 bullet without recoil penalty	15,000
Improved Mass-Effect Field: +1 damage to each shot from that weapon.	5,000
Weapon Attachment Upgrades	
Laser Dot: +1 bonus on attack rolls with that weapon	2,500
Laser Sight: +2 to critical threat range, +2 bonus to attack rolls with the weapon, but provides -10 penalty on Stealth checks. Character must spend a Free Action to activate the laser. Only works for up to 3 range increments.	8,500
Melee Stunner I: Melee attacks, made while wielding the pistol, deal extra 1 damage	500
Melee Stunner II: Melee attacks, made while wielding the pistol, deal extra 2 damage	1,415
Melee Stunner III: Melee attacks, made while wielding the pistol, deal extra 3 damage	2,600
Melee Stunner IV: Melee attacks, made while wielding the pistol, deal extra 4 damage	4,000
Melee Stunner V: Melee attacks, made while wielding the pistol, deal extra 5 damage. If the melee attack results on a critical hit, the target is dazed for 1 action	6,000
Body Materials	
Pistol Ultralight Materials I: Reduce weapon weight by 10% (apply after reduction from variant)	500
Pistol Ultralight Materials II: Reduce weapon weight by 20% (apply after reduction from variant)	2,000
Pistol Ultralight Materials III: Reduce weapon weight by 30% (apply after reduction from variant)	4,500
Pistol Ultralight Materials IV: Reduce weapon weight by 40% (apply after reduction from variant)	8,000
Pistol Ultralight Materials V: Reduce weapon weight by 50% (apply after reduction from variant)	12,500

Submachine gun Mods	**Cost (credits)**
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1,000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators or lower	2,000
Sight Upgrades	
Scope I: +1 bonus on attack rolls with that weapon when using the *Aiming* action.	2,000
Scope II: +2 bonus on attack rolls with that weapon when using the *Aiming* action.	5,660
Scope III: +3 bonus on attack rolls with that weapon when using the *Aiming* action.	10,400
Scope IV: +4 bonus on attack rolls with that weapon when using the *Aiming* action.	16,000
Scope V: +5 bonus on attack rolls with that weapon when using the *Aiming* action. Increase critical threat range by 1.	25,000
Power Magnifier I: Increase damage dealt by Biotic and Tech powers by 1, when wielding the pistol	2,000
Power Magnifier II: Increase damage dealt by Biotic and Tech powers by 3, when wielding the pistol	8,000
Power Magnifier III: Increase damage dealt by Biotic and Tech powers by 5, when wielding the pistol	18,000
Cooling Upgrades	
Heat Sink I: Increase rate of fire by 1	2,500
Heat Sink II: Increase rate of fire by 2	7,070
Heat Sink III: Increase rate of fire by 3	13,000
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1	3,500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1	8,000
Barrel Extension: Increase weapon's base range by 25% (rounded to nearest 5 ft increment)	2,500
High-Velocity Barrel I: Weapon's shots can pierce through objects up to 2 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 50% total damage (rounded down)	2,000
High-Velocity Barrel II: Weapon's shots can pierce through objects up to 3 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 50% total damage (rounded down)	4,000

Submachine gun Mods	**Cost (credits)**
Barrel Upgrades (continuation)	
High-Velocity Barrel III: Weapon's shots can pierce through objects up to 4 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 50% total damage (rounded down)	7,500
SMG Suppressor: When firing the weapon, the enemy must make a Listen check DC 15 or fails to hear the shot and where it comes from. Each weapon's shot deals -1 damage (minimum 1)	3,000
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1,200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2,700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4,800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7,500
Shrapnel Ammo: Increase weapon's critical threat range by 1.	6,000
Explosive Ammunition: Each shot deals has its damage multiplied by x2 (in case of critical hits, or powers that do critical damage, remember the multiplying rules). The damage from each shot carries to the next layer of protection. Creatures adjacent to the target take half that damage. RoF is decreased by 3 (minimum of 1). Total Recoil Penalty is increased by 2. You must spend 2 Thermal Clips, to gain the benefit of one. Reload time is increased by 1 action (when using this mod, reload time cannot be reduced below 1 action). If used by a SS weapon, the reload time increases by 1 additional action. Combat Powers that require the character to make a shot will benefit from the bonuses granted by this weapon mod, and suffer its penalties.	10,000
Mass-Accelerator Upgrades	
Burst Enhancement: When firing one single bullet, the weapon fires an additional 1 bullet without recoil penalty (not applicable to Burst weapons). Using this mod prevents the usage of Ammo powers.	15,000
Improved Mass-Effect Field: +1 damage to each shot from that weapon.	5,000
SMG Recoil System I: Reduce total recoil penalty by 1	3,500
SMG Recoil System II: Reduce total recoil penalty by 2	9,000
SMG Recoil System III: Reduce total recoil penalty by 3	16,000
Body Materials	
SMG Ultralight Materials I: Reduce weapon weight by 10% (apply after reduction from variant)	500
SMG Ultralight Materials II: Reduce weapon weight by 20% (apply after reduction from variant)	2,000
SMG Ultralight Materials III: Reduce weapon weight by 30% (apply after reduction from variant)	4,500
SMG Ultralight Materials IV: Reduce weapon weight by 40% (apply after reduction from variant)	8,000
SMG Ultralight Materials V: Reduce weapon weight by 50% (apply after reduction from variant)	12,500
Weapon Attachment Upgrades	
Laser Dot: +1 bonus on attack rolls with that weapon	2,500

Assault Rifle Mods	**Cost (credits)**
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1,000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators or lower	2,500
Combat Optics: your radar cannot be jammed by enemies employing Greater Stealth Generators or lower	5,000
Sight Upgrades	
Precision Scope I: +1 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action.	2,500
Precision Scope II: +2 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action.	6,660

Assault Rifle Mods	Cost (credits)
Sight Upgrades (continuation)	
Precision Scope III: +3 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action.	11,900
Precision Scope IV: +4 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action.	18,000
Precision Scope V: +5 bonus on attack rolls with that weapon when using the *Aiming* action and increase critical threat range of the weapon by 1. Counts as a sniper-rifled for the purpose of the *Camping* action.	27,500
Thermal Scope I: +1 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	12,500
Thermal Scope II: +2 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	16,600
Thermal Scope III: +3 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	21,900
Thermal Scope IV: +4 bonus on attack rolls with that weapon when using the *Aiming* action. Counts as a sniper-rifled for the purpose of the *Camping* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	28,000
Thermal Scope V: +5 bonus on attack rolls with that weapon when using the *Aiming* action and increase critical threat range of the weapon by 1. Counts as a sniper-rifled for the purpose of the *Camping* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	37,500
Cooling Upgrades	
Heat Sink I: Increase rate of fire by 1	2,500
Heat Sink II: Increase rate of fire by 2	7,070
Frictionless Materials: +1 damage to each shot from that weapon. Increase rate of fire by 1.	7,500
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1	3,500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1	8,000
Scram Rail: +3 damage to each shot from that weapon. Reduce rate of fire by 2	12,500
Barrel Extension: Increase weapon's base range by 25% (rounded to nearest 5 ft increment)	2,500
High-Velocity Barrel I: Weapon's shots can pierce through objects up to 2 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 50% total damage (rounded down)	2,000
High-Velocity Barrel II: Weapon's shots can pierce through objects up to 3 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 50% total damage (rounded down)	4,000
High-Velocity Barrel III: Weapon's shots can pierce through objects up to 4 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 50% total damage (rounded down)	7,500
Assault Rifle Suppressor I: When firing the weapon, the enemy must make a Listen check DC 12 or fails to hear the shot and where it comes from. Each weapon's shot deals -1 damage (minimum 1)	3,000
Assault Rifle Suppressor II: When firing the weapon, the enemy must make a Listen check DC 15 or fails to hear the shot and where it comes from. Each weapon's shot deals -2 damage (minimum 1)	4,000
Stability Upgrades	
Recoil Damper: Reduce total recoil penalty by 1 (minimum of 0)	3,500
Kinetic Stabilizer: Reduce total recoil penalty by 2 (minimum of 0)	7,000
Kinetic Coil: Reduce total recoil penalty by 2 (minimum of 0). +1 damage to each shot from that weapon	15,000
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1,200

Assault Rifle Mods	**Cost (credits)**
Ammo Upgrades (continuation)	
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2,700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4,800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7,500
Explosive Ammunition: Each shot deals has its damage multiplied by x2 (in case of critical hits, or powers that do critical damage, remember the multiplying rules). The damage from each shot carries to the next layer of protection. Creatures adjacent to the target take half that damage. RoF is decreased by 3 (minimum of 1). Total Recoil Penalty is increased by 2. You must spend 2 Thermal Clips, to gain the benefit of one. Reload time is increased by 1 action (when using this mod, reload time cannot be reduced below 1 action). If used by a SS weapon, the reload time increases by 1 additional action. Combat Powers that require the character to make a shot will benefit from the bonuses granted by this weapon mod, and suffer its penalties. Using this mod prevents the usage of Ammo powers.	10,000
Body Upgrades	
Assault Rifle Ultralight Materials I: Reduce weapon weight by 10% (apply after reduction from variant)	750
Assault Rifle Ultralight Materials II: Reduce weapon weight by 20% (apply after reduction from variant)	3,000
Assault Rifle Ultralight Materials III: Reduce weapon weight by 30% (apply after reduction from variant)	6,750
Assault Rifle Ultralight Materials IV: Reduce weapon weight by 40% (apply after reduction from variant)	12,000
Assault Rifle Ultralight Materials V: Reduce weapon weight by 50% (apply after reduction from variant)	18,750
Weapon Attachment Upgrades	
Laser Dot: +1 bonus on attack rolls with that weapon	2,500
Laser Sight: +2 to critical threat range, +2 bonus to attack rolls with the weapon, but provides -10 penalty on Stealth checks. Character must spend a Free Action to activate the laser. Only works for up to 3 range increments.	8,500
Shotgun Attachment: Attach a M-23 Katana to the assault rifle. This shotgun deals normal damage, cannot be upgraded, uses assault rifle attack bonus and has only 3 ammo in its clip. Changing to this weapon requires 1 action	3,000
Grenade Attachment: Attach a grenade launcher to the assault rifle. This allows the grenade to be thrown with the assault rifle's attack bonus and range (but with a maximum 5 range increments). Changing to this weapon requires 1 action	6,000
Assault Rifle Omni-Blade I: Melee attacks, made while wielding the assault rifle deal, extra 1 damage	500
Assault Rifle Omni-Blade II: Melee attacks, made while wielding the assault rifle deal, extra 2 damage	1,415
Assault Rifle Omni-Blade III: Melee attacks, made while wielding the assault rifle deal, extra 3 damage	2,600
Assault Rifle Omni-Blade IV: Melee attacks, made while wielding the assault rifle deal, extra 4 damage	4,000
Assault Rifle Omni-Blade V: Melee attacks, made while wielding the assault rifle deal, extra 5 damage	6,000

Shotgun Mods	**Cost (credits)**
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1,000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators or lower	2,000
Combat Optics: your radar cannot be jammed by enemies employing Greater Stealth Generators or lower	5,000
Pellet Upgrades	
Smart Choke I: Increase weapon's base range by 15% (rounded to nearest 5 ft increment)	3,500
Smart Choke I: Increase weapon's base range by 30% (rounded to nearest 5 ft increment)	7,660
Smart Choke III: Increase weapon's base range by 45% (rounded to nearest 5 ft increment)	16,000
Smart Choke IV: Increase weapon's base range by 60% (rounded to nearest 5 ft increment)	26,680
Smart Choke V: Increase weapon's base range by 75% (rounded to nearest 5 ft increment)	40,000
Cooling Upgrades	
Heat Sink: Increase rate of fire by 1	3,000
Ultra-Efficient Heat Sink I: Applicable only to SS weapons. The weapon can make one additional One-Shot attack action before it needs to reload. This attack can be made in the same round the weapon was already used to make a One-Shot attack.	15,000

Shotgun Mods	**Cost (credits)**
Cooling Upgrades (continuation)	
Ultra-Efficient Heat Sink II: Applicable only to SS weapons. The weapon can make two additional One-Shot attack action before it needs to reload. This attack can be made in the same round the weapon was already used to make a One-Shot attack.	40,000
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	3,500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	8,000
Scram Rail: +3 damage to each shot from that weapon. Reduce rate of fire by 2 (minimum of 1)	12,500
High-Velocity Barrel I: Weapon's shots can pierce through objects up to 2 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 30% total damage (rounded down)	3,000
High-Velocity Barrel II: Weapon's shots can pierce through objects up to 3 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 30% total damage (rounded down)	6,000
High-Velocity Barrel III: Weapon's shots can pierce through objects up to 4 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 30% total damage (rounded down)	11,000
Mass-Accelerator Upgrades	
Shields Shredder Mod I: Deal +1 damage against Shield HP with each shot from that weapon	1,500
Shields Shredder Mod II: Deal +1d3 damage against Shield HP with each shot from that weapon	7,800
Shields Shredder Mod III: Deal +1d6 damage against Shield HP with each shot from that weapon	22,045
Plating Shredder Mod I: Deal +1 damage against Plating with each shot from that weapon	1,000
Plating Shredder Mod II: Deal +1d3 damage against Plating with each shot from that weapon	5,200
Plating Shredder Mod III: Deal +1d6 damage against Plating with each shot from that weapon	14,700
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1,200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2,700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4,800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7,500
Dart-like Pellet: Increase weapon's critical threat range by 1.	6,000
Explosive Ammunition: Each shot deals has its damage multiplied by x2 (in case of critical hits, or powers that do critical damage, remember the multiplying rules). The damage from each shot carries to the next layer of protection. Creatures adjacent to the target take half that damage. RoF is decreased by 3 (minimum of 1). Total Recoil Penalty is increased by 2. You must spend 2 Thermal Clips, to gain the benefit of one. Reload time is increased by 1 action (when using this mod, reload time cannot be reduced below 1 action). If used by a SS weapon, the reload time increases by 1 additional action. Combat Powers that require the character to make a shot will benefit from the bonuses granted by this weapon mod, and suffer its penalties. Using this mod prevents the usage of Ammo powers.	10,000
Body Upgrades	
Shotgun Ultralight Materials I: Reduce weapon weight by 10% (apply after reduction from variant)	750
Shotgun Ultralight Materials II: Reduce weapon weight by 20% (apply after reduction from variant)	3,000
Shotgun Ultralight Materials III: Reduce weapon weight by 30% (apply after reduction from variant)	6,750
Shotgun Ultralight Materials IV: Reduce weapon weight by 40% (apply after reduction from variant)	12,000
Shotgun Ultralight Materials V: Reduce weapon weight by 50% (apply after reduction from variant)	18,750
Weapon Attachment Upgrades	
Blade Attachment I: Melee attacks, made while wielding the shotgun deal, extra 1 damage	500
Blade Attachment II: Melee attacks, made while wielding the shotgun deal, extra 2 damage	1,415
Blade Attachment III: Melee attacks, made while wielding the shotgun deal, extra 3 damage	2,600
Blade Attachment IV: Melee attacks, made while wielding the shotgun deal, extra 4 damage	4,000
Blade Attachment V: Melee attacks, made while wielding the shotgun deal, extra 5 damage	6,000

Sniper Mods	**Cost (credits)**
Detection Upgrades	
Combat Sensor: your radar cannot be jammed by enemies employing Lesser Stealth Generators	1,000
Combat Scanner: your radar cannot be jammed by enemies employing Normal Stealth Generators or lower	2,000
Combat Optics: your radar cannot be jammed by enemies employing Greater Stealth Generators or lower	5,000
Targeting Upgrades	
Coriolis Effect Calculator: Reduce range increment penalty by 1	4,500
Dynamic Effects Calculator: Reduce range increment penalty by 2	12,000
Anatomic Scanners: Increase sniper's critical threat range by 1	6,000
Concentration Mod: Reduce the number of actions required for *Aiming* by 1 (doesn't stack with other sources that reduce this time). +1 bonus on attack rolls with that weapon	10,000
Precision Mod: Against this weapon, the target does not get any % chance to negate critical hits and sneak attacks.	10,000
Cooling Upgrades	
Heat Sink: Increase rate of fire by 1	3,000
Frictionless Materials: +1 damage to each shot from that weapon. Increase rate of fire by 1.	7,500
Ultra-Efficient Heat Sink I: Applicable only to SS weapons. The weapon can make one additional One-Shot attack action before it needs to reload. This attack can be made in the same round the weapon was already used to make a One-Shot attack.	15,000
Ultra-Efficient Heat Sink II: Applicable only to SS weapons. The weapon can make two additional One-Shot attack action before it needs to reload. This attack can be made in the same round the weapon was already used to make a One-Shot attack.	40,000
Stability Upgrades	
Recoil Damper: Reduce total recoil penalty by 1 (minimum of -0)	3,500
Kinetic Stabilizer: Reduce total recoil penalty by 2 (minimum of -0)	7,000
Kinetic Coil: Reduce total recoil penalty by 2 (minimum of -0). +1 damage to each shot from that weapon	15,000
Barrel Upgrades	
High Caliber Barrel: +1 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	3,500
Rail Extension: +2 damage to each shot from that weapon. Reduce rate of fire by 1 (minimum of 1)	8,000
Scram Rail: +3 damage to each shot from that weapon. Reduce rate of fire by 2 (minimum of 1)	12,500
High-Velocity Barrel I: Weapon's shots can pierce through objects up to 2 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 30% total damage (rounded down)	3,000
High-Velocity Barrel II: Weapon's shots can pierce through objects up to 3 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 30% total damage (rounded down)	6,000
High-Velocity Barrel III: Weapon's shots can pierce through objects up to 4 ft thick (cumulative with *Armor-Piercing* ammo power). Deal only 30% total damage (rounded down)	11,000
Sniper Rifle Suppressor I: When firing the weapon, the enemy must make a Listen check DC 8 or fails to hear the shot and where it comes from. Each weapon's shot deals -1 damage (minimum 1)	3,000
Sniper Rifle Suppressor II: When firing the weapon, the enemy must make a Listen check DC 11 or fails to hear the shot and where it comes from. Each weapon's shot deals -2 damage (minimum 1)	5,000
Sight Upgrades	
Enhanced Scope I: +1 bonus on attack rolls with that weapon when using the *Aiming* action.	2,500
Enhanced Scope II: +2 bonus on attack rolls with that weapon when using the *Aiming* action.	6,660
Enhanced Scope III: +3 bonus on attack rolls with that weapon when using the *Aiming* action.	11,900
Enhanced Scope IV: +4 bonus on attack rolls with that weapon when using the *Aiming* action.	18,000
Enhanced Scope V: +5 bonus on attack rolls with that weapon when using the *Aiming* action.	27,500
Thermal Scope I: +1 bonus on attack rolls with that weapon when using the *Aiming* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	12,500
Thermal Scope II: +2 bonus on attack rolls with that weapon when using the *Aiming* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	16,600

Sniper Mods	**Cost (credits)**
Sight Upgrades (continuation)	
Thermal Scope III: +3 bonus on attack rolls with that weapon when using the *Aiming* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	21,900
Thermal Scope IV: +4 bonus on attack rolls with that weapon when using the *Aiming* action. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	28,000
Thermal Scope V: +5 bonus on attack rolls with that weapon when using the *Aiming* action. Increase critical threat range by 1. Sees through walls and invisibility as if having thermal goggles, but only while using *Aiming* or *Camping*. Increases weapon base weigh by 25%.	37,500
Body Upgrades	
Sniper Rifle Ultralight Materials I: Reduce weapon weight by 10% (apply after reduction from variant)	1,000
Sniper Rifle Ultralight Materials II: Reduce weapon weight by 20% (apply after reduction from variant)	4,000
Sniper Rifle Ultralight Materials III: Reduce weapon weight by 30% (apply after reduction from variant)	9,000
Sniper Rifle Ultralight Materials IV: Reduce weapon weight by 40% (apply after reduction from variant)	16,000
Sniper Rifle Ultralight Materials V: Reduce weapon weight by 50% (apply after reduction from variant)	25,000
Weapon Attachment Upgrades	
Laser Dot: +1 bonus on attack rolls with that weapon	2,500
Laser Sight: +3 to critical threat range, +2 bonus to attack rolls with the weapon, but provides -10 penalty on Stealth checks. Character must spend a Free Action to activate the laser. Only works for up to 3 range increments.	8,500
Ammo Upgrades	
Magazine Upgrade I: Increase ammo-clip size by 10% (rounded normally)	300
Magazine Upgrade II: Increase ammo-clip size by 20% (rounded normally)	1,200
Magazine Upgrade III: Increase ammo-clip size by 30% (rounded normally)	2,700
Magazine Upgrade IV: Increase ammo-clip size by 40% (rounded normally)	4,800
Magazine Upgrade V: Increase ammo-clip size by 50% (rounded normally)	7,500
Explosive Ammunition: Each shot deals has its damage multiplied by x2 (in case of critical hits, or powers that do critical damage, remember the multiplying rules). The damage from each shot carries to the next layer of protection. Creatures adjacent to the target take half that damage. RoF is decreased by 3 (minimum of 1). Total Recoil Penalty is increased by 2. You must spend 2 Thermal Clips, to gain the benefit of one. Reload time is increased by 1 action (when using this mod, reload time cannot be reduced below 1 action). If used by a SS weapon, the reload time increases by 1 additional action. Combat Powers that require the character to make a shot will benefit from the bonuses granted by this weapon mod, and suffer its penalties. Using this mod prevents the usage of Ammo powers.	10,000

Armor Modifications

All armors can be modified beyond simple customization, to fit the desires of the characters that wear them. The available armor modifications, also known as "armor mods", are described in this section. Any armor can have up to 2 different mods but no more than one of the same type. In addition, mods can be replaced by another with the use of the omni-tool and by spending 5 actions. This requires concentration to do the job.

Armor mods that have a numeric type number (like Shield Battery II), require the character to already have the previous mods of the same type but lower number. So a Shield Battery V requires the character to have bought or acquired the Shield Battery I, II, III and IV. Buying a superior mod of the same type automatically replaces the previous one (since only the number I is the hardware and the remaining are mostly software upgrades).

Any bonus to damage provided by armor mods is also multiplied on critical hits.

Armor Mod	**Cost (credits)**
Damage Protection	
Armor Plating: increase armor's damage reduction by 1	5,000
Energized Plating: increase armor's damage reduction by 2	10,000

Armor Mod	Cost (credits)
Damage Protection (continuation)	
Reactive Plating: Armor provides Plating HP equal to HD. If the wearer already has natural Plating HP, it does not stack. This Plating HP cannot be increased but any feature that provides Plating HP DR it will provide it to this Plating HP	21,000
Health Interface	
First Aid Interface: Increase amount healed to wearer, by the use of First Aid, by 2	1,500
Medical Interface: Increase amount healed to wearer, by the use of First Aid, by 4. +2 bonus vs. poisons and diseases	4,000
Medical Exoskeleton: Increase amount healed to wearer, by the use of First Aid, by 6. +4 bonus vs. poisons and diseases	6,500
Kinetic	
Kinetic Buffer: +1 bonus on Attack rolls. +1 dodge bonus to Defense. +1 to Reflex saves	6,000
Kinetic Exoskeleton: +2 bonus on Attack rolls. +2 dodge bonus to Defense. +2 to Reflex saves	15,000
Kinetic Plating: Armor adds its DR to all Defense scores. Increases armor weight by 25%. Once bought, this mod is tied to a specific armor and can only be used by armors of the same name and type (example, Colossus heavy armor)	50% of armor's market price
Mechanical Augmentations	
Motorized Joints: +1 damage with melee attacks	1,500
Exoskeleton: +2 melee damage. You are treated as one size larger for purposes of resisting Biotic powers. +1 to Fort saves	6,000
Combat Exoskeleton: +2 melee damage. You are treated as one size larger for purposes of resisting Biotic powers. +2 to Fort saves. +1 saves vs Biotic and Tech powers	12,000
Shield Generator	
Shield Battery I: increase armor's base shields by 10% (rounded normally)	2,000
Shield Battery II: increase armor's base shields by 20% (rounded normally)	6,060
Shield Battery III: increase armor's base shields by 30% (rounded normally)	11,600
Shield Battery IV: increase armor's base shields by 40% (rounded normally)	18,400
Shield Battery V: increase armor's base shields by 50% (rounded normally)	26,265
Shield Capacitor	
Shield Strength Modulator I: Shields gain DR 1	8,000
Shield Strength Modulator II: Shields gain DR 2	16,000
Shield Strength Modulator III: Shields gain DR 3	24,000
Shield Recovery	
Shield Regenerator: Shields regenerate at a rate of 1 Shield HP per round	2,500
Energized Weave: Shields regenerate at a rate of 2 Shield HP per round	5,000
Life-Support Systems	
Toxic Seals: +4 bonus vs poisons and diseases	1,800
Pressurized Seals: +4 bonus vs poisons and diseases. Reduce Hazard level by 1	3,600
Large Air-Tank: Character can breathe in non-breathable environments up to 2 hours instead of just 1 hour.	1,500
Hardening	
Hardening Weave: +2 bonus on Fort and Ref saves	6,000
Reinforced Joints I: +15% chance to negate critical hits and sneak attacks. Benefit is only +7% if wearer has no helmet.	1,765
Reinforced Joints II: +30% chance to negate critical hits and sneak attacks. Benefit is only +15% if wearer has no helmet.	4,655
Reinforced Joints III: +45% chance to negate critical hits and sneak attacks. Benefit is only +22% if wearer has no helmet.	8,215
Reinforced Joints IV: +60% chance to negate critical hits and sneak attacks. Benefit is only +30% if wearer has no helmet.	12,290
Reinforced Joints V: +75% chance to negate critical hits and sneak attacks. Benefit is only +37% if wearer has no helmet.	16,800
Deflector Shield	
Lesser Deflector Shield Generator:+1 to Defense	3,000
Deflector Shield Generator:+2 to Defense	6,000
Greater Deflector Shield Generator:+4 to Defense	12,000

Other Equipment

Characters face all sorts of challenges and difficulties, and only the right gear can make them succeed. Most of this gear is basic equipment that might come in handy regardless of a character's abilities or skills. This equipment can be found on the following table. This gear is standard for Medium-size creatures. Smaller creatures have the weight halved for each size smaller while larger creatures have the weight doubled for each size larger.

The weight column indicates how much a specific item weighs, or it indicates the increase in armor, weapon or item weight.

Ammo Belt: You can carry +12 Thermal Clips and +25% Heavy Weapon Ammo

Bipod Sniper Rifle Support Part: This special support is used to provide stability for sniper rifles. It is attached to the weapon's barrel (with 2 actions) and allows the character to use an object, wall or even the ground, to provide more stability to the shot. Using one of these provides a +1 bonus to attack rolls made with that weapon, and reduces both total recoil penalty and the Str score necessary to fire the weapon by 2, but only while the weapon is stable and in place. It may also be used for a Light or Heavy Machinegun (see Heavy Weapons), applying the indicated bonus (the attack bonus becomes a skill check bonus). Stabilizing with the support a weapon that way, and removing it from place, requires 1 normal action.

Breach Charge: These explosives are specifically made for opening doors without damaging the surrounding surfaces. A breach charge can be added to any door, with 2 actions, and then takes one additional action to explode. When it does, it damages the door in such a way that it opens it. Wooden doors or steel doors without

Item	Cost (credits)	Weight	Item	Cost (credits)	Weight
Ammo Belt	1,500	+3 lb[1]	Upgrade First Aid Dispenser (+3)	4,500	+1 lb
Bipod Sniper Rifle Support Part	3,000	+2 lb[1]	Upgrade First Aid Dispenser (+4)	8,000	+2 lb
Breach Charge	750	3 lb	Upgrade First Aid Dispenser (+5)	12,500	+2 lb
Breathing Device	850	2 lb[1]	Upgrade First Aid Dispenser (60 ft range)	+1,500	–
Climbing Apparatus	200	1 lb[1]	Upgrade First Aid Dispenser (100 ft range)	+5,000	–
Climbing Gear, Advanced	3,000	5 lb[1]	Floaters		
Cloaking Device	75,000	+15 lb[1]	+5 bonus on all Swim checks	750	+2 lb[1]
Cryo Bullets	500	0,25 lb[1]	+10 bonus on all Swim checks	2,000	+3 lb[1]
Cutting Laser	320 (120 per canister)	5 lb	Grappler	600	+5 lb[1]
Datapad	75	1 lb	Gravity Boots	500	+5 lb[1]
Demolition Charges	2,250	3 lb	Grenade	80	0,1 lb
Detonation Pack	5,000	3 lb	Grenade, Smoke	300	0,1 lb
Disruptor Bomb	15,000	–	Handheld Flashlight	10	1 lb[1]
Disruptor Bullets	500	0,25 lb[1]	Handheld Shield	4,500	10 lb[1]
E-Books	50	10 lb	Incendiary Bullets	500	0,25 lb[1]
Elcor Advanced Weapon Mount	1,000	10 lb	Investigate Kit	100	1 lb
Elcor Multi-Weapon Mount	7,500	20 lb	Investigate Kit, Master	500	1 lb
Enforcer Gauntlets	4,000	+5 lb[1]	Jump Jets	6.500	+10 lb[1]
Environmental Control	3,000	+1 lb	Language Translator Software	20	–
Extended Breathing Tanks			All languages of one specific race	150	–
Increase air supply to 5 hours	1,000	+3 lb[1]	Nightvision Goggles	5,800	+3 lb[1]
Increase air supply to 12 hours	3,500	+6 lb[1]	Plasma Torch	18 (10 per canister)	5 lb
Increase air supply to 1 day	8,000	+10 lb[1]	Portable Cover	500	50 lb
First Aid Dispenser	20	1 lb	Portable Generator	3,000	150 lb
Medi-Gel Kit	50	0,5 lb	Portable Shield-Dome Generator	17,000	350 lb
Upgrade First Aid Dispenser (+1)	500	+0 lb	Portable Weapon-Mount	Varies	15 lb
Upgrade First Aid Dispenser (+2)	2,000	+1 lb	Power-Cell: *Small-Capacity Battery* (restore 10% of armor's Shield HP; regain 1 lost Tech Point)	150	0,5 lb

Item	Cost (credits)	Weight	Item	Cost (credits)	Weight
Power-Cell: *Medium-Capacity Battery* (restore 25% of armor's Shield HP; regain 3 lost Tech Point)	500	1 lb	Stim-pack: *Painkillers* (+20 temporary HP)	440	1 lb
Power-Cell: *High-Capacity Battery* (restore 50% of armor's Shield HP; regain 6 lost Tech Point)	1,000	1,5 lb	Stim-pack: *Painkillers* (+25 temporary HP)	615	1 lb
Power-Cell: *Emergency Battery* (restore 100% of armor's Shield HP; regain 12 lost Tech Point)	3,000	2 lb	Stim-pack: *Painkillers* (+30 temporary HP)	810	1 lb
Power-Cell: *Simple Burst Battery* (Increase DC of Tech Powers by 1 for 1 minute)	850	1 lb	Stim-pack: *Enhanced Senses* (+1 Spot and Listen)	30	0,5 lb
Power-Cell: *Advanced Burst Battery* (Increase DC of Tech Powers by 2 for 1 minute)	2,000	1,5 lb	Stim-pack: *Improved Senses* (+2 Spot and Listen)	85	0,5 lb
Propelling Devices			Stim-pack: *Greater Senses* (+4 Spot and Listen)	225	1 lb
For space navigation	2,500	+5 lb[1]	Stim pack: *Anti Toxins* (+2 vs poisons, stops effect of Chemical ammo)	350	0,5 lb
For underwater navigation	1,500	+5 lb[1]	Stim pack: *Anti-Toxins Greater* (+5 vs poisons, stops further of Chemical ammo)	500	1 lb
Repair Kit Dispenser	20	1 lb	Stim-pack: *Mind Focusing Drugs* (+1 Attack bonus)	250	0,5 lb
Repair Kit	50	0,5 lb	Stim-pack: *Greater Mind Focusing Drugs* (+2 Attack bonus)	500	1 lb
Upgrade Repair Kit Dispenser (+1)	500	+0 lb	Stim-pack: *Reflex Enhancing Drugs* (+1 dodge bonus to Defense)	350	0,5 lb
Upgrade Repair Kit Dispenser (+2)	2,000	+1 lb	Stim-pack: *Greater Reflex Enhancing Drugs* (+2 dodge bonus to Defense)	700	1 lb
Upgrade Repair Kit Dispenser (+3)	4,500	+1 lb	Stim-pack: *Biotic Boost* (increase DC of Biotic Powers by 1)	850	0,5 lb
Upgrade Repair Kit Dispenser (+4)	8,000	+2 lb	Stim-pack: *Potent Biotic Boost* (increase DC of Biotic Powers by 2)	2,000	1 lb
Upgrade Repair Kit Dispenser (+5)	12,500	+2 lb	Stim-pack: *Strength Booster* (increase Str by +2)	800	0,5 lb
Upgrade Repair Kit Dispenser (60 ft range)	+1,500	–	Stim-pack: *Potent Strength Booster* (increase Str by +4)	1,600	1 lb
Upgrade Repair Kit Dispenser (100 ft range)	+5,000	–	Stim-pack: *Agility Booster* (increase Dex by +2)	1,000	0,5 lb
Revival Kit	3,500	5 lb	Stim-pack: *Potent Agility Booster* (increase Dex by +4)	2,000	1 lb
Safe-Cracking Mechanism	Varies	1 lb	Stim-pack: *Invigoration* (immediately cancel all power cooldowns)	1,000	1 lb
Stealth Generator	Varies	+1 lb	Stun Gun	500	3 lb[1]
Shield Pylon	12,000	300 lb	Stun Rifle	1,500	10 lb[1]
Stim-Pack: *Thermal Regulator*	500	0,5 lb	Thermal Goggles	12,800	+5 lbs[1]
Stim-pack: *Painkillers* (+5 temporary HP)	60	0,5 lb	Survival Kit	100	3 lb (just the kit)
Stim-pack: *Painkillers* (+10 temporary HP)	155	0,5 lb	Survival Pack	1,000	10 lb (just the pack)
Stim-pack: *Painkillers* (+15 temporary HP)	290	0,5 lb	Weapon Flashlight	200	Varies

[1] For each size smaller, reduce weight by one third. For each size larger, double weight.

magnetic locks are all but destroyed with the force of the blast breaking the first into pieces and the second blowing the locks and hinges making the door fall down on the opposite side. Doors with magnetic locks are usually stronger and possess no hinges but the charge is capable of blowing up the magnetic seal mechanism which overrides the door to the default position: the opened position. A door opened by a breach charge can no longer be closed until repaired.

Note that when a door explodes or falls due to the use of a breach charge, any character in the square immediately opposite to the door's side where the charge was placed will take 5d6 points of damage. Characters in the square immediately in front of where the charge was place will take 3d6 points of damage from the blast (usually it is best to wait in the squares at the side of the door to avoid taking this damage).

Limitations: Breach charges cannot be used against blast doors, as these are too thick and strong to be affected by the blast. Since most ships have blast doors as entry points, they are not useful for bording a ship.

Warning: Breach charges, when used in sealed doors, may cause unexpected situations such as depressurization. Use with care.

Breathing Device: This device provides the means for the character to breathe in environments he cannot. This device may or may not cover the character's eyes but it does not allow him to survive in vaccum since it is not air-tight. It cannot be used when the character uses a helmet and it provides the same breathing time as a normal armor.

Climbing Apparatus: This climbing gear is attached to a character's armor in the bracers and greaves, or they can be used over boots and arm bracers of worn clothes. The gear provides a +2 bonus on Climb checks.

Climbing Gear, Advanced: This climbing gear is about the same as the Climbing Apparatus but it includes various safety harness and micro-fabricator that can create strong rope with a perforating spike at the end. The rope can be launched with 1 action, by omni-tool, to a distance up to 150 ft and has a Str score of 20. The rope disintegrates after 1 minute. Once a rope is created, the mini-fabricator cannot create another. If used against a creature, it will deal 1d6 damage. It also provides a +5 bonus on Climb checks.

Cryo Bullets: This small container can be attached to a weapon's firing and thermal clip chambers with 1 action. When that is done, the weapon will fire bullets as if they had the rank 1 of the *Cryo Ammo* power (in addition to any other ammo power they might have active). The effect lasts until the weapon is reloaded a third time after this equipment was applied.

Cutting Laser: Similar to the Plasma Torch in terms of uses, the cutting laser is somewhat superior since it ignores the DR of any type of material, not just metal and glass. In addition, it deals 150 points of damage each action instead of 100.

Note: The cutting laser does not ignore DR that characters, creatures, mechs or synthetics possess.

Cloaking Device: This high-tech package is attacked to the back of an armor and allows the wearer to use a normal action to become invisible. The invisibility lasts for a maximum of 10 minutes before needing to cooldown for another 10 minutes (a period during which it cannot be used). The invisibility is also broken if the character uses an offensive action or interacts with an electric system or computer. If broken this way, the cooldown imposed equals the number of actions, rounds or minutes the invisibility was active before being broken.

Datapad: This equipment resembles a flat sheet metal frame with a holographic screen. It can be used as a handheld computer capable of displaying images and text in its screen and with little additional properties. It is a good tool for storing information without the need of an omni-tool.

Demolition Charge: These explosive devices were designed to cause massive damage to structures, but in a small area. Usually used for mining operations, or by rogues who desire to open doors where none exist. A demolition charge requires 2 actions to set up. Once that is done, its has a 30 seconds timer before exploding. Its explosion affects only an area of 5-ft radius but the charge deals 500 points of damage to everything within its blast radius (Reflex save DC 15 halves the damage). The compressed explosion is powerful enough to have its damage pass to the next layer of protection and it also ignores any DR possessed by objects, surfaces or creatures within the blast radius.

Warning: Demolition charges can open large holes in most surfaces. Caution is advised whenever using one on a space station.

Detonation Pack: A detonation pack is a military grade explosive capable of causing large devastation in a large area, or an even greater devastation in a concentrated area. Detonation packs must be placed with an Electronics DC 18 check, which requires 5 actions of concentration. They can have a timer from 1 action to 12 hours (and they may be tied to a remote that weighs 0,2 lb). Failure by 5 or more sets the pack to explode in 1d6 actions. To remove one, the same check must be made but it requires 2d6 actions.

These explosives have two settings: they either deal 10d6 damage to all in a 60 ft radius, or they deal 20d6 damage to all in a 30 ft radius. The blast affects structures as well and has enough force to have its damage continue to the next layer of a creature's protection, similar to Heavy Weapons (meaning if the damage is enough to remove the creature's Shield HP, the rest of the damage is then dealt to the creature's Plating HP and after that to the creature's Normal HP).

There is no risk of exploding a detonation pack when it is not armed.

Disruptor Bomb: A disruptor bomb is used to disable electric currents and devices within a very large radius. It requires 3d6 actions to set up, and an Electronics DC 20 check. Failure by 5 or more ruins the bomb so it cannot be used again. Success allows the bomb to be armed and have a timer between 1 action and 12 hours (and it may be tied to a remote that weighs 0,2 lb). Once it goes off, the disruptor bomb disables all electric devices within 500 ft (if it is placed on the central core of a station or ship, it disables the entire station/ship). It takes a Repair check DC 20, which requires 2d10 actions, to get the systems back online. For every 5 points above the DC it reduces the time required by 2 actions (the GMs may determine that it takes more than that if a station/ship is disabled through the bomb). Until the check is successful, the systems remain inoperative.

This disruption affects everything electronic. Weapons, omni-tools and cybernetics (excluding amplifiers) stop working, Shield HP goes down and the only armor benefit that still works is the DR. Mechs and drones, as well as shuttles and other vessels stop working as well until someone makes the check for them. Of course this can make flying drones/ships crash. Synthetics and Reapers, however, are only dazzled and stunned for 1d6 actions, afterwards they can function normally.

Disruptor Bullets: This small container can be attached to a weapon's firing and thermal clip chambers with 1 action. When that is done, the weapon will fire bullets as if they had the rank 1 of the *Disruptor Ammo* power (in addition to any other ammo power they might have active). The effect lasts until the weapon is reloaded a third time after this equipment was applied.

E-Books: A character can buy and read e-books to gain a bonus on one of the following skill checks: any single Knowledge except Streetwise, Medicine, any single Research or Repair. It takes 70 hours to read a book to gain a +1 bonus. Maximum bonus allowed equals Int modifier.

Elcor Advanced Weapon Mount: This advanced weapon mount allows Elcor to use more weapons. Normally, an elcor uses a standard mount to use weapons like any other race, so he can only use 1 weapon that requires two hands to use, or use 2 weapons that require only one hand to use. With this equipment he can double that number.

Effectively, this weapon mount gives him a total of 3 active weapon slots, with a two-handed weapon like an Assault Rifle occupying 2 slots and a a one-handed weapon like a Pistol occupying 1 slot. However, it limits the Elcor to 2 additional slots for other holstered weapons (heavy weapons included). The weapons still cost 50% more and have their weigh tripled for elcor characters, even with this weapon mount.

Using these weapons follows normal rules for an elcor firing, as well as any additional rules like Two-Weapon Combat but the penalties increase by an additional -2 when using a third weapon. Reload speed has a maximum of 3 actions to reload all weapons.

Note: All heavy weapons occupy 2 active slots

Elcor Multi-Weapon Mount: A top-of-the-line weapon mount, this works just like an Elcor Weapon Mount with the following differences:

- It provides a total of 4 active weapon slots.

- Provides no slots for holstered weapons.

- The Elcor can use all weapons in the active slots using the normal rules for an elcor firing as well as any additional rules for Two-Weapon Combat (which also apply if the elcor decides to use various two-handed or heavy weapons weapons at the same time, example: firing two assault rifles at the same time). If the elcor uses 2 heavy weapons, the rules for Two-Weapon Combat also apply to them.

- Two-Weapon Fighting penalties increase by an additional -2 when using a third weapon and by -4 if using four weapons

Note: All heavy weapons occupy 2 active slots

Enforcer Gauntlets: Common in the Terminus Systems, enforcement gauntlets are armored gloves attached to a character's hardsuit. Designed by the Batarian Hegemony for police forces, they have proven useful in peacefully dispersing crowds of terrorists, criminals, and counter-hegemonist subversives in areas where the use of firearms risks injury to hard-working loyal citizens nearby.

Each gauntlet contains a small repulsive kinetic barrier generator that can be used to create a repulsive effect with the character's melee attacks. As such, enforcement gauntlets deal extra 2d6 damage on a successful melee attack. The victim must also make a Fortitude save equal to 10+1/2 the damage dealt or falls prone. If a creature is killed with a critical hit from a melee attack made with enforcer gauntlets, their head explodes in such a gory and glorious fashion that its allies must make a Will save DC 10 + Victim's HD + the attacker's Charisma modifier or be shaken for 1d4 rounds.

Enforcer gauntlets count as heavy melee weapons.

Environmental Control: This piece of hardware is installed on the life-support system of the character's armor. It provides the character with a +5 bonus on all saves against Environmental Effects and reduces Hazard Level from Cold and Heat Environmental Hazards by 1.

Extended Breathing Tanks: Attached to any armor, these small tanks not only have additional volume of breathable air, but they can also recycle it for much longer.

First Aid Dispenser: Invaluable for any characters that wish to make use of their First Aid or Medicine skills, this dispenser is attached to the character's omni-tool. A normal dispenser can store up to 5 medi-gel kits, but it can be upgraded to store more (upgraded dispensers have their weight increased by the amount indicated by the upgrade). Without medi-gel kits in this dispenser, the character cannot use the First Aid skill to heal.

First aid dispensers have a cooldown of 10 actions between each delivery of medi-gel, during which no action involving the usage of a medi-gel kit can be used.

The first aid dispenser can be used on characters up to 30 ft away, but it can be upgraded for higher range.

Floaters: Armors can be equipped with special floating devices that fill themselves with air when activated or when the character reaches a depth of 20 ft. Floaters provide bonuses to Swim checks made by the character but only to move vertically towards the surface. The character must have an armor equipped.

Grappler: Typically mounted on the forearm, but handheld versions exist for the sake of concealing it. Favored by bounty hunters and mercenaries who need to beat a hasty retreat, along with workers who understand the risks associated with heights. The grappler fires a high velocity dart at a surface up to 100 feet away with a length of cord that is fabricated by the omni-tool. This is resolved with a ranged attack made at the surface that deals 1d6 points of damage and ignores 12 points of the surface DR.

If it deals damage, a mechanism can be activated to make the user move in the direction of their target at a rate of 30 ft per round. The Grappler, however, can only move up to 400 lbs at a rate of 30 ft per round. For every 100 lbs higher, reduce the rate by 5 ft. If this makes the rate of movement reach 0 ft, then it means the limit of the grappler is reached and surpassing it breaks it imediately.

A Medium-sized creature can weigh between 60 to 500 lb, with excepton of krogan that weigh substantially more. For each size larger, increase the numbers by a factor of 8. For each size smaller, decrease the lower limit by a factor of 8.

Larger versions of the Grappler increase the DR penetrated by 2, increase the damage (1d8 for large, 1d10 for huge, etc), and the rate of movement by 10 ft per round.

It can also be used as a messy one-shot weapon: if it hits, it deals its damage (it does not ignore DR) and attemps to bind around the target, making it Entangled. The target can make a Reflex save DC 20 to avoid being binded. If the target fails the save, he if pulled at the rate mentioned above towards the character that shoot the grappler.

Any character can attempt a Strength check DC 20 to avoid being dragged (the GM may apply modifiers to this check, depending on whether there is some foot hold or object to brace against). The target is pulled during the action of character that shoot the grappler. During his action, the target may well attempt to break the mini-fabricated cord.

This cannot be used on a target with Shield HP. If the victim has no Plating HP (natural or otherwise), they must also make a Fortitude save DC 10+damage dealt or suffer from Bleeding 1.

The cord has 20 HP and 0 hardness and is of fine size, with a DC 12 strength check to break it. The operator may disengage the anchor at any time as a free action.

Once used, it takes the Grappler and the omni-tool 5 rounds to regenerate another cord.

Gravity Boots: Although called Gravity Boots, this is in fact a simply hardware and software add-on added to a character's armor boots. It allows him to walk on metallic surfaces as if those surfaces were the normal ground level of a planet, even if they are vertical and floating in space (the coverage of walls, floors and roofs is made of concrete).

The boots are extremely useful for any character, seeing as it is impossible to move along in two legs on a surface in the vacuum of space. These boots create a force, similar to gravity, which is always perpendicular to the surface the character is walking in. The effect isn't limited to the character's boots, it affects the entire character's body, and so he can actually sit or lay down on those surfaces normally. The force of the gravity created can be adjusted but it is usually 0.8 G.

This add-on provides a +1 bonus on saves and checks to resist effects and powers that would otherwise send the character flying. In addition, if the character is indeed sent flying, the boots ensure his body ends on the surface if he isn't sent to heights more than 20 ft high from the surface. If that happens, however, the boots cannot pull him down to the surface. In the vacuum of space, the creature will continue moving away from the surface, as normal.

Grenade: A character can carry up to 3 grenades. These items are thrown weapons that once they hit a character deal the thrown weapon damage. After hitting the target, or if they fail to hit a character, or if they aren't aimed at one, the grenade hits the ground and falls on an intersection of the battle grid.

Grenades are explosive devices. 1 action after hitting a character or the ground, they explode dealing 3d6 points of damage to every creature within a 20-ft radius. Certain Combat powers can alter the effects of grenades. They can also increase the grenade carrying capacity of a character. Damage from grenades, and powers that alter their effects, carries to other layers of protection.

A grenade has a range of 20 ft + 5ft per Strength modifier of the character throwing. In addition, grenades can be thrown up to 5 range increments.

Grenade, smoke: Smoke grenades work exactly like normal grenades, only instead of dealing damage they explode and create a curtain of smoke. This curtain only prevents sight. The smoke effect lasts for 10 actions, after which it dissipates. Unlike normal grenades, a smoke grenade explodes immediately upon contact with a character or the ground.

In environments with a Moderate wind force (see Winds in Environmental Hazards), the smoke dissipates in 8 actions; if the wind force is Strong, it dissipates in 6 actions; if it is Severe it dissipates in 3 actions; if it is Windstorm it dissipates in 1 action. In Hurricane or Tornado, the winds are so strong the grenade creates no smoke screen.

Smoke grenades occupy the space of a grenade, so if a character who can only carry 3 grenades acquires a smoke grenade, he will only be able to carry 2 normal grenades.

Grenade Belt: Increases the limit of grenades a character can carry by the indicated amount. The price listed is for a specific amount.

Price: 2.250 (+1 grenade); 5.750 (+2 grenade); 11.800 (+3 grenade)

Handheld Flashlight: A normal handheld flaslight that works just like an omni-tool flaslight.

Note: For each size smaller, reduce the area of bright light by 5 ft and the area of shadowy illumination by 10 ft (both to a minimum of 5 ft). For each size larger, increase by 5 ft the area of bright illumination and by 10 ft the area of shadowy illumination.

The handheld flashlight has a battery that lasts 5 days, but it can be connected to the character's armor to provide it with unlimited power.

Handheld Shield: This handheld solid shield works just like an omni-shield, only it must be carried by the character. When not being held, it can be carried in the character's back.

Incendiary Bullets: This small container can be attached to a weapon's firing and thermal clip chambers with 1 action. When that is done, the weapon will fire bullets as if they had the rank 1 of the *Inciendiary Ammo* power (in addition to any other ammo power they might have active). The effect lasts until the weapon is reloaded a third time after this equipment was applied.

Investigate Kit: This special kit contains all necessary materials and omni-tool software to use when making an Investigate check. You must also have an omni-tool to be able to use this kit.

Investigate Kit, Master: This kit works like a normal Investigate Kit but n addition provides a +2 bonus on Investigate checks. You must have an omni-tool to be able to use this kit.

Language Translator Software: Even the simplest of clothing has micro-computers that serve as interpreters between beings speaking different languages. Communication would otherwise be extremely difficult, especially for races with different (or lacking) vocal chords. These computers analyze the voice sounds in the air and then transmit the translation into the ears at frequencies that supersede normal voice sounds. The character is thus unable to hear the actual voice sounds, instead hearing what the micro-computers transmit. These-micro computers are advanced enough to translate words while maintaining tone.

In order to properly translate, though, special translating software is required, which contain the words and sentences database the micro computers need to correctly translate. It is up to each race's government to continuously update these databases (updates are free). Some words and sentences, however, are not translated, either because they carry no equivalent in other languages, or because they are deemed obscene and so certain governments refuse to translate them. Other words might not be translated for various reasons. The Batarians, for example, refuse to translate their military words to make it more difficult for others to understand the orders they give each other.

A basic translator software allows the following races to communicate with ease: asari, batarians, drell, elcor, hanar, humans, krogan, quarian, salarian, turian, volus and vorcha.

A language translator is only able to detect and translate from and to the most commonly used dialects. For example, in order for a turian to understand a human, the human must be speaking in the most common human dialect (English) and the translator software of the turian would translate the words to the most common turian dialect. If the turian then spoke, he would need to speak in the most common turian dialect and the human's translating micro computers would then translate the words to English. In order to enable translation to other dialects, the human would need to buy an "All languages of one specific race" for the human race, then configure it to translate the words into another dialect. And in order for his computers to be able to understand other turian dialects, he would need to buy an "All languages of one specific race" for the turian race, which would allow his computers to understand any turian dialect and translate the words and sentences.

Jump Jets: Typically mounted on the shoulders, calves and back, jump jets allow a new dimension of mobility on the field of battle. It draws on its own power supply but overheats easily and has to be custom fit onto every suit it's installed on. Jump Jets allow the user to fly around or break a fall.

Jump jets start with a total of 500 ft worth of flight. The character can use them in one of the following ways:

Ascend: The character uses the jump jets to move up vertically, in a direction contrary to that of gravity. In normal gravity environments, this requires the character to spend 10 ft worth of flight for each 5 ft he wishes to ascend. For low-gravity environments it takes only 5 ft worth of flight to ascend 5 ft. In high-gravity environments, it takes 20 ft worth of flight to ascend 5 ft.

Descend: The character can use jump jets to move down vertically, in the same direction as that of gravity. In normal and low-gravity environments, this requires the character to spend 5 ft worth of flight for each 5 ft he wishes to descend. In high-gravity environments, it takes 5 ft worth of flight to descend 10 ft.

Break a fall: If the character is falling, he can use the jump jets to slow down and even break the fall, with a free action. The character must spend a number of ft worth of flight equal to 1/2 the distance fell (example: if a character wishes to reduce a 50 ft fall by 10 ft, he must spend 5 ft worth of flight since 5 ft is 1/2 the amount of falling distance the character wishes to break).

Please note that breaking a fall only prevents falling damage if the character spends enough ft worth of flight to break the entire distance he fell.

Boost charge: A character can spend 1 free action to boost a charge attack he might have initiated. This boost merely allows the character to move, in the charge attack, a specific number of additional ft. However, he spends an equal amount in ft worth of flight, so if the Jump Jets only have 100 ft left, he cannot use the jump jets to gain +120 ft in his charge attack.

If this option is used, though, the character also gains a +2 bonus on Bull Rush checks and deals an additional +1d6 damage in the charge attack (multiplied on a critical hit).

Fly: The character can use jump jets to gain a speed of 30 ft, spending a number of ft worth of flight equal to the distance moved while flying (remember the Ascend and Descend options, mentioned above, when using jump jets to fly).

Hover: A character can use the jets to hover in place, spending 10 ft worth of flight every action hovering.

Jump jets overheat when their total number of ft worth of flight is expended. They recover 5 ft worth of flight every action where the character did not use them or did not suffer damage to its Shield HP.

Using jump jets requires a lot of power, and although the power supply is mostly there, it still must draw on some of the suit's power. Thus, Tactical Cloak, Fortification and Tech Armor cannot be engaged while they are active (they are dismissed if the jump jets are activated), and shields count as being hit for determining their regeneration in combat.

Jump Jets can carry about 500 lbs. For each 200 lb above this limit, the jets consume an extra 5 ft for each 30 ft moved (so a creature with 900 lbs weight will consume an additional 10 ft movement from the jets for each 30 ft moved with them. A Medium-sized creature can weigh between 60 to 500 lb, with excepton of krogan that weigh substantially more. For each size larger, increase the higher limity by a factor of 8. For each size smaller, decrease the lower limit by a factor of 8.

Improved versions of Jump Jets can have this limit increased.

Note: Unlike other items, jump jets cost more for creatures larger than Medium. For each size larger than Medium, double the price. The same, however, does not occur for smaller creatures. In addition, jump jets cannot be used by creatures smaller than Small size.

Medi-Gel Kit: Medi-gel (medical gel) is an all-purpose medicinal salve combining an anaesthetic and clotting agent used by paramedics, EMTs, and military personnel, produced by the Sirta Foundation. It heals various wounds and ailments, instantly sealing injuries against infection and allowing for rapid healing by having the gel grip tight to flesh until subjected to a frequency of ultrasound. It is sealable against liquids - most notably blood - as well as contaminants and gases. Technically its properties make it illegal under genetic modification laws, but the restriction, in this case, is ignored because of the product's beneficial properties.

Each use of the First-Aid skill expends one medi-gel kit.

Nightvision Goggles: This device can be added to any helmet or be used individually. It provides the character with nightvision 60 ft.

Plasma Torch: A small handheld plasma torch, useful to cut through metal surfaces. The torch is attached to a small fuel cannister that can carried either by hand or by occupying a weapon slot. The cannister carries fuel for an hour of work with the plasma torch. Once it is depleted, another cannister can be bought and attached.

The torch itself can be used as a weapon, dealing an additional +1d6 damage on melee attacks, but applying a -4 penalty to attack since it requires extreme caution when handling it so as not to injure oneself. But its best use is to cut metal surfaces, dealing 100 points of damage per action to a metal or glass surface while ignoring the DR of the metal alloy or glass. While dealing damage, the torch can be moved so as to create a line where the surface is cut. The torch can be moved 1 feet each action but it will only truly cut the surface in that length if the damage dealt is enough to reduce the surface's HP to 0. For example: in order to create a 5 ft by 5 ft opening in a metal wall with a thickness of 3 inches, the character must cut a total of 20 ft and each 1 ft requires 3 actions to cut, since a metal alloy wall with 3 inches of thickness has 300 HP, totalling 60 actions required in order to create the opening.

Note: The plasma torch does not ignore DR that characters, creatures, mechs or synthetics possess.

Portable Cover: 2-ft tall and 5-ft in side, the Portable Cover system was developed by Cerberus, used by this organization during the War with the Reapers, and adapted by the rest of the galaxy after that war. It serves only one function: to provide additional places of cover. Once attached to a Portable Generator, the Portable Cover uses the same principles as the Tech Armor power to create a solid barrier which shots cannot penetrate.

The system itself is hard to destroy. Possesses Defense 15 and Plating HP 50. The cover, however, has only Defense 5 and Shield HP 30. Once its Shield HP are brought down, the system shuts down and enters a rebooting period of 5 actions, during which it provides no cover bonus at all.

A Portable Cover is considered a Medium item, occupies the side of a 5-ft square and is cumbersome to move around. So, it is usually deployed in defense lines prior to contact with the enemy.

Portable Generator: A portable generator is a high-tech piece of machinery also developed by Cerberus, used by this organization during the War with the Reapers, and adapted by the rest of the galaxy after that war. It serves only one function: to provide power to Portable Cover systems or to Shield Pylons. It has a maximum power of 100%, with each Portable Cover consuming 10% and each Shield Pylon consuming 33%.

The Portable Generator has over 10 extensive cables built-in itself, each capable of reaching distances up to 60 ft. It is these cables that connect the generator to portable covers and shield pylons. It is considered a Large item, occupies one 5-ft square and is cumbersome to move around. It is usually deployed in defense lines prior to contact with the enemy.

A Portable Generator can be attacked and destroyed. It possesses Defense 10 and Plating HP 20.

This item is only available in campaigns set during the events of Mass Effect 3, but only to be used by Cerberus, or in campaigns set after the events of Mass Effect 3.

Portable Shield-Dome Generator: Developed by a Grissom Academy student named Octavia during the War with the Reapers, this portable shield generator can create a shield dome using cyclonic barrier technology. The dome created is relatively small, covering a circular area with a radius that can only reach up to 20 ft. The shield is so strong that no one and nothing (besides air and sound) can pass through it, so characters from within cannot move outside the protected area or use weapons, powers, objects, etc against anything outside the shield dome, and vice-versa.

The shield dome has DR 5, has a Defense score of 12 and a total of 200 Shield HP. However, cyclonic shield technology was never meant for prolongued use and so the shield loses 1 Shield HP every round. Anyone within 10 ft of this device, that has Tech Points and an Omni-Tool can spend one action to help the dome recover some of the lost Shield HP. With one action, the character can spend any number of Tech points, allowing the shield dome to recover 1 point for every 2 Tech points spent.

If the shield dome reaches 0 Shield HP, it dissipates.

Activating or deactivating this equipment requires an Electronics check DC 15 and 2 actions.

Note: This device is only available for campaigns set after the events of Mass Effect 3

Portable Weapon Mount: This small-sized portable equipment consists of a collapsable tripod with a VI mainframe and a small ammo storage compartment. It allows weapons to be inserted in it so they can be turned into automated turrets. When in its collapsed form, it can be carried by any character (either in the character's hands or by occupying the same of an assault rifle, shotgun, sniper rifle or heavy weapon. A character can deploy it with 2 actions. Once deployed, any character (even enemies) can use 2 actions to attach a weapon to the tripod and to load 1 or more thermal clips or heavy weapon ammo to the tripod's ammo storage compartment (the compartment can only carry a maximum of 6 Thermal Clips or a maximum of 50% Heavy Weapon ammo - it cannot have both thermal clips and heavy weapon ammo). The same amount of actions are required to dismount the weapon, remove the thermal clips or heavy weapon ammo and collapse the tripod.

Once a weapon is attached, the tripod's VI automatically uses it against any enemy within 300 ft (the tripod's IFF will identify as enemies those opposing the character that attached the weapon). The Portable Weapon Mount acts like a mechanical unit with limited intelligence, always attacking the nearest creature (it will attack regardless of how many range increments are required to hit the target, but never above the maximum number of range increments allowed by the weapon). It possesses the following statistics: Plating HP 20, Plating HP DR 1, normal HP 0, HP DR 0, Defense 5, Attack bonus +7, Fort save +5, Ref save N/A (it cannot make Reflex saves), Will save +5. To detect creatures, the Portable Weapon Mount uses a radar and a motion detector capable of bypassing Lesser and Normal Stealth Generators. Greater Stealth Generators, however, blinds the Portable Weapon Mount and prevents it from detecting any enemies until the Greater Stealth Generator is deactivated.

Although Portable Weapon Mounts are just about the same size and weigh, they come in three different varieties, depending on the weapon one wishes to attach to it. In addition, it is possible to buy a Portable Weapon Mount with a higher Attack Bonus, as indicated in the price entry.

A portable-weapon mount stands up to 3 ft high.

Price: 4500 (pistols or submachine guns), 12000 (pistols, submachine guns, assault rifles, shotguns or sniper rifles), 30570 (any firearm or heavy weapons); +1000 per extra +1 attack bonus.

Power-Cell: Portable power-cells can be used to restore some of the armor's and omni-tool's processing power, restoring Shield HP as well as a small number of lost Tech Points, or they can be used to enhance Tech powers for a short duration. If the character is already at maximum Shield HP it gains no benefit from a power-cell that recovers Shield HP, which is expended anyway (the same goes for the Tech Point recovery).

Power-cells are one-use-only item and can be used with 1 action. A character can carry up to 5 power-cells.

Propelling Devices: These special devices, attached or built into the armor, allow a character to move around freely in space, with a speed of 15 ft, or provide a +5 bonus on all Swim checks when moving underwater.

Repair Kit: A small kit containing dozens of ceramic and metallic pieces that is introduced into the Repair Kit Dispenser.

Repair Kit Dispenser: Attached to the user's omni-tool, this dispenser provides the omni-tool with additional software and micro-manufacturing systems capable of producing any piece required to make immediate repairs on robots, synthetics and machinery. Without one, the character cannot use the Repair skill. The dispenser's job is to store Repair Kits and provide them to the omni-tool whenever an ability or skill that require a Repair kit is used.

Like the first-aid dispenser, a repair kit dispenser cannot hold more than 5 repair kits, unless upgraded (upgraded dispensers have their weight increased by the amount indicated by the upgrade).

Repair kit dispensers have a cooldown of 10 actions between each delivery of repair kits, during which no action involving the usage of a repair kit can be used.

The repair kit dispenser can be used on characters up to 30 ft away, but it can be upgraded for higher range.

Revival Kit: This tiny-sized portable equipment consists of a highly advanced medical equipment, which includes neural stimulators, cardiacstimulators and even adrenaline-like substance injectors. It serves for one purpose: to bring back to life those who recently died for a short time.

Any creature that dies, can be brought back to life with the use of this equipment, with exception of creature whose body was disintegrated, that were killed by a critical hit or were killed by environmental effects or poisons/diseases. However, there is only a very short window to bring someone back from the dead. The amount of minutes a creature can stay technically dead but still be brought back by this equipment equals its Consitution score divided by 4.

Using this equipment requires 6 actions. Each time it is used, the creature must make a Fortitude save DC 15. If successful, the creature is brought back to life, though it remains at a number of negative HP equal to its Constituion score -1. The creature remains unconscious and it continues to lose HP unless it is stabilized (which this equipment doesn't do). However, if the character using this equipment also has a Medi-Gel Dispenser, available Medi-Gel Kits and hasn't the Dispenser in cooldown, he can immediately use the Dispenser, with a Free Action, after the successful Fortitude save, stabilizing the creature and healing some of its lost HP. For this Fortitude save, the bonuses from an armor's Enhanced Fibers do not apply.

If unsuccessful, the equipment can be used once again (as long as it is used within the time the character can stay technically dead) and a new save attempted but each additional save attempted has its Fortitude save DC increased by 1.

Regardless of success, each time the equipment is used, one charge is consumed. A newly acquired Revival Kit has 10 charges available.

Safe-Cracking Mechanism: A highly-specialized portable mechanism with a VI specifically designed to crack the encryption protocols of doors and/or safes. In order to work, the mechanism must be placed on the door/safe it is meant to crack. It then starts its decryption attempt, rolling a Decryption check against the door's/safe's DC, stopping only until it succeeds or until it is removed. The Decryption skill modifier of the mechanism varies with its price (see above). The mechanism comes with the option of performing its job in half the time (rounded down to a minimum of 1 round) but taking a -5 penalty on the check.

Unfortunately the VI's processing power is short-lived and for everytime the device is used its Decryption skill modifier is decreased by 1. There is no way to repair this loss of processing power.

Price: 1.500 (modifier +5); 5.000 (modifier +10); 8.500 (modifier +15); 15.000 (modifier +20); 22.000 (modifier +25)

Shield Pylon: Developed by Cerberus and used by them during the War with the Reapers, this technology was adapted by the rest of the galaxy shortly after the end of that war. A Shield Pylon is extremely useful to any force because it replenishes the Shield HP of allies that pass nearby (the Pylon's VI and sensors can distinguish between friend and foe). So when a friendly character passes up to 10 ft away from the pylon, a bolt of energy is released from it into the character, regenerating 30% of the character's maximum Shield HP. The pylon can only regenerate the Shield HP of one character each action and it targets the one with the most damage to Shield HP.

Alternatively, the pylon bestows Shield HP to those that either have no Shield HP or have it at full. The amount bestowed equals 20 Shield HP each action, up to a maximum of 60.

Shield Pylons are large pieces of technological marvel (each occupies one 5-ft square and is considered a Large item) that are far too cumbersome to move around. Instead, they are usually used in defense lines, moved ahead of time before contact with the enemy is made. A Shield Pylon can be attacked and destroyed. It possesses Defense 10 and Plating HP 30. A Shield Pylon requires a Portable Generator in order to work.

This item is only available in campaigns set during the events of Mass Effect 3, but only to be used by Cerberus, or in campaigns set after the events of Mass Effect 3.

Stealth Generator: Attached to a creature's armor, a stealth generator jams all radars within a certain radius, preventing them from getting any accurate reading. All stealth generators affects all radars within 500 ft. There are three types of Stealth Generators: Lesser, Normal and Greater. Any equipment capable of negating the effect of a Normal Stealth Generator can also negate the effect of a Lesser Stealth Generator. Equipment capable of negating the jamming effect of a Greater Stealth Generator can negate the effect of any Stealth Generator.

Stealth generators are deactivated by default, a creature can activate or deactivate his with one action. If the character carrying the stealth generator is send unconscious, or killed, the generator deactivates automatically.

Price: 1.650 (Lesser), 4.000 (Normal), 8.530 (Greater)

Stim-Pack: Stimulator Packages (also known as stim-packs) are small containers (considered Fine items) that inject specially designed liquids to kill the pain, enhance a character's senses, body or simply to fight off foreign toxins in the character's systems. Stim-packs are used with 1 action and once used they provide the indicated bonus for 1 minute. Multiple uses do not stack, applying always the highest bonus. They cannot be recharged, once used only the container remains and little else can be done with it seeing as it is worthless in the market.

A character can carry up to 5 stim packs in specially designed pockets existing in any armor.

Stim Pack – Thermal Regulator: This stim-pack provides a +5 bonus to all saves against Heat and Cold environmental hazards, as well as a +5 bonus on all saves against Radiation effects. This stim-pack lasts for 5 minutes.

Stun Gun: A stun gun works by discharging a focused electric blast of high voltage but low amperage, thus stunning the target for a while without killing him.

Stun guns are single-shot weapons that cannot be upgraded and have only an ammo clip of 1 shot. They use thermal clips, like normal weapons, and are considered pistols (they occupy a pistol slot). They can only be used on a target that is up to 30 ft away and cannot benefit from range increments.

These weapons have two different settings for firing: stun and unconsciousness. When set for stun, the default firing type, the weapon deals 2d6 points of non-lethal damage and the target must make a Fortitude save DC 18 or is stunned for 2d4 actions. When set for unconsciousness, the weapon deals 2d8 points of non-lethal damage and the target must make a Fortitude save DC 13 or falls unconscious for 2d6 minutes.

Additionally, the weapon can be charged to increase the Fortitude save DC. For each action spent charging the weapon, the weapon's next attack has its DC increased by +1 (maximum of +10).

Stun Rifle: This weapon works just like a stun gun only it is considered a sniper rifle, has a range of 60 ft and can benefit from range increments.

Survival Kit: A basic kit containing a few essentials for surviving in the wielderness: a compass, enough rations for 2 days (for a Medium-sized creature, a small-sized creature or a Vorcha has food for 4 days, while a Large-sized or a Krogan has food for only 1 day), a multi-tool knife, a handheld flashlight, an emergency thermal blanket that provides a +5 bonus on all saves against cold environmental effects (that becomes useless and contaminated after 2 uses) and a small pack to carry no more than 5 lbs and a maximum of 1/2 cubic feet.

Survival checks made while using elements of this kit have a +2 bonus.

Survival Pack: A complete pack containing a many essentials for surviving in the wielderness: a tent, a sleeping bag, a compass, enough rations for 7 days (for a Medium-sized creature, a small-sized creature or a Vorcha eats doubles the amount, while a Large-sized or a Krogan halves it), a thermal blanket that provides a +5 bonus on all saves against cold environmental effects, a multi-tool knife, a flashlight, a portable small heater capable of heating food as well, a pack to carry no more than 20 lbs and a maximum of 1 cubic feet, and a toxicity scanner that helps detect which foods are poisonous to the character. All devices must be connected to the pack itself, since it possess the necessary generator that can last for up to 7 days.

Survival checks made while using elements of this kit have a +5 bonus.

Thermal Vision Goggles: This device can be added to any armor helmet or be used individually. It provides the character with thermal vision 60 ft, allowing the character to see through invisibility, smoke and even walls to detect the presence of enemies. Though this allows a character to see past objects and walls, giving line of sight to them, the goggles do not give light of effect against the enemies being seen. The goggles do not function in environments above 90 ºF. Additionally, each action using them drains 1 Shield HP, since the goggles require a lot of the armor's power to function. If the wearer has no more Shield HP, the goggles stop working and must be removed so the character can see normally again.

Upgrade First Aid Dispenser: Increases the quantity of medi-gel kits the first aid dispenser can hold or the range of a first aid dispenser. An upgrade for the first aid dispenser cannot be removed, but a better one can be bought to override the lesser upgrade. The cost of the upgrade is always equal to the cost of the intended upgrade minus the cost of the existing upgrade (0 if there is none).

Upgrade Repair Kit Dispenser: Increases the quantity of repair kits the repair kit dispenser can hold or the range of the repair kit dispenser. An upgrade for the repair kit dispenser cannot be removed, but a better one can be bought to override the lesser upgrade. The cost of the upgrade is always equal to the cost of the intended upgrade minus the cost of the existing upgrade (0 if there is none).

Weapon Flashlight: You attach a flashlight to your weapon that works just like an omni-tool flaslight. It requires one action to active or deactivate this flashlight. This increases the weapon's weight by +1 lb, or by +0,5 lbs if weapon is small. If the weapon is small, the flashlight will only illuminate a cone of 15 ft bright light and 30 ft shadowy.

Services and Goods

This section provides information on common services and their costs, such as transportation, lodging, food, etc.

Asari Hunter's Feast: This food developed by the Asari military is extremely nutritious and incredibly tasty. Any levo-protein race can eat them, and the Asari also sell a dextro-amino-acid version at increased cost. An Asari Hunter's Feast provides enough nutrients for a full day of high activity or two days of leisure, and also provides a +2 bonus on Morale checks for two hours after consumption. Provided for free to members of the Asari Military, sold for 1 credits each and 2 credits for dextro races. Each weighs 1 lb.

MRE: Meals Ready to Eat are self-contained, individual field rations in lightweight packaging used by the Alliance, but also sold to others for increased price. To eat an MRE a soldier needs to rip open the packaging (which initiates a chemical reaction that heats the food in two minutes), pour water into a special filter (filter purifies the water) and eat with a spoon (included). MREs are only for levo-protein races and supply enough food and nutrients for half a day of high activity or a whole day of leisure. Provided for free to an Alliance soldier, a box of 5 costs 1 credit on the black market. They weigh 1,5 lb each.

Quarian Nutrient Paste: Issued by the Migrant Fleet to all Quarian marines and young Quarians

Service	Cost (credits)
Transportation between different clusters	150 to 300
Transportation within the same cluster	50 to 155
Transportation within the same system	30 to 65
Transportation within the same planet	50 to 100
Lodging (meals not included)	
Poor quality (cramped 1-star room with no bathroom)	1 per night
Medium quality (moderate 2-stars room with personal bathroom)	3 per night
High quality (decent 3-stars room with personal bathroom)	11 per night
Top quality (amazing 4-star room with personal bathroom and living room)	39 per night
Rich quality room (spectacular 5-star room with personal bathrooms, living room, sports room and more)	149 per night
Superb room (impossibly rich 7-star room with personal bathroom, living room, gym and additional rooms and services)	595 per night
Meals (see description)	
Asari Hunter's Feast	Free, 1 or 2
MRE	Free or 1
Quarian Nutrient Paste	Free or 1
Salarian Energy Pills	Free or 50
Turian Field Rations	Free or 1
Vorcha Feed	Free or 1
Mechanic (small objects/vehicles mechanic)	10 per day
Mechanic (ships)	15 per day
Hospital bill	5 per day
Scientist	Special[1]

leaving on their Pilgrimage, the Nutrient Paste is nutritious to a fault. It supplies everything a Quarian needs to survive but tastes horrible. QNP is only for dextro-amino-acid races. It provides enough nutrients to sustain a full day of high activity or three days of leisure, but imposes a -1 penalty to morale for two hours after consumption. They weigh 1 lb per tube. Provided for free to Quarians, boxes of 10 cost 1 credit on the Black Market.

Salarian Energy Pills: The go-to meal for any STG operative, SEPs are small, light and provide enough energy to sustain a Salarian for a day of high activity or two days of hyperactive leisure. Not suitable for other races. Provided for free to Salarian military members, sold for 50 credits on the black market (packet of 30). A packet of thirty weighs 1 lb.

Turian Field Rations: The Turian military produces a standard combat ration that it issues to its soldiers. The field ration consists of genetically engineered meat which supplies all the energy necessary for a long day of fighting. Turians can eat this raw, but other races might prefer it cooked. TFRs are only for dextro-protein races and supply enough food and nutrients for half a day of high activity or a whole day of leisure. Provided for free to a Turian or a soldier in the Turian military member, a box of 3 costs 1 credit on the black market. They weigh 2 lbs each.

Vorcha Feed: While Vorcha can eat just about anything, this slop created by mercenary groups helps them to become bigger and more vicious little buggers. A single serving of Vorcha Feed can provide a Vorcha with enough energy to fight for two days straight or die trying. Other races really shouldn't try eating this (Only provides half a day's worth of energy to non-Vorcha and imposes a -2 penalty on Morale checks for three hours after consumption on them). A barrel sufficient for 10 servings costs 1 credit on the black market and weighs 2,5 lbs

Mechanic: A mechanic makes repairs to vehicles, objects and even ships (though mechanics for ships cost more). They may also perform other operations such as locking down ship systems. It is up to the GM to determine the amount of days it takes for a mechanic to finish his job. A higher number of mechanics finish the job faster. A mechanic usually has between a +5 to a +15 modifier in the Repair and Knowledge (technology) skills.

Scientist: See the Research skill for the cost of scientists.

Transportation: Very few people have ships of their own. The majority relies on transportation services to move around the galaxy. The costs presented are merely indicative, the GM is completely free to decide the cost and whether or not it outside the price range presented. The GM also determines the amount of hours or days it takes to travel between two points. If the journey takes more than 12 hours, food services are provided free of charge to the passengers (the food provided is not special in any way).

Heavy Weapons

Heavy weapons are extremely powerful weapons that only a few squads and operatives use. They are expensive and require special training to use (see Heavy Weapons skill). Because of their weight, only strong characters tend to use them.

Heavy weapons have certain special rules associated to them:

- Unlike normal weapons, the damage dealt by Heavy Weapons continues to be dealt to the next layer of protection of a creature. For example, if a Heavy Weapon deals 200 points of damage to an organic, an organic creature with a 16 Constitution Score, 50 Shield HP, 20 Plating HP and 90 normal HP will still be killed because the first 50 points of the damage are enough to remove the Shield HP, the next 20 points dealt to the Plating HP removing it, and the remaining 130 points of damage are dealt to the creature's normal HP, more than enough to sent it to -40 HP (which kills the creature since she dies once her HP reach -16).
- Heavy Weapons cannot have weapon mods.

- Heavy Weapons do not need to be reloaded.
- Because attacks with heavy weapons are made with a skill check, they cannot score critical hits (unless otherwise stated). They also cannot gain the benefit from powers (like Ammo Powers) and features or gain the benefit from feats, with the exception of feats and features that provide bonuses on Heavy Weapon skill checks.
- A character can only carry one Heavy Weapon.
- The base amount of Heavy Weapon Ammo a character can carry is 100%. Some features may increase this amount.
- Heavy Weapon Ammo costs 10 credits for each 1% of Heavy Weapon Ammo.
- Heavy Weapons require two hands to use.
- **Variants:** Like weapons, Heavy Weapons too have variants. Unlike weapons, Heavy Weapon variants do not have special abilities. Each Variant provides a +1 bonus damage per damage dice of the Heavy Weapon (for example, a ML-77 Missile Launcher Variant II deals 4d6+4 damage). The Variant II of an armor has a cost equal to the armor's cost +15%. Each additional variant has a cost equal to the previous variant + 15% (rounded normally). Heavy Weapon variants only go as high as Variant VI.

ML-77 Missile Launcher

Rapid-fire missile launcher with seeking projectiles. Each projectile features a friend-or-foe recognition system, ensuring it will find a hostile target - though not necessarily the one in the crosshairs.

Requirements: 3 ranks in Heavy Weapons to use.

Statistics: Fires a projectile with seeking capabilities. The missile can travel up to 200 ft away from the weapon. Traveling further makes it deactivate harmlessly. If until then it contacts with an object or creature, it explodes dealing the indicated damage. The missile travels at a speed of 40 ft per action forward and when it detects a viable target in a 30-ft cone, it changes its direction to hit the target (enemies are viable targets to the missile for as long as they don't have total cover). The missile can only make one change every action and tends to follow the same target for as long as the target stays in the missile's detection cone.

A Heavy Weapons check is made against the target's Defense, but because the missile moves relatively slowly, the target gains twice movement bonus to Defense. Success hits the target. Failure by 4 or less means the missile hits a random adjacent square to the target. Failure by 5 means the missile hits a random square 10-ft away from the target.

If two or more targets are detected, at the same time, the missile follows the closest. If both are at the same distance, randomly determine which is followed.

If the missile cannot hit a target, after detecting it, because it has moved all it can move in that action, the missile will follow that target in the next action if the target is still being detected, otherwise it moves forward, in its current direction, until it crashes, finds a new target or passes the 200 ft radius range of the weapon. The missile's VI is rudimentary and makes it always take the shortest path to the target it detected. This means it can make the missile go against an object or even the ground in its path.

Like the M-100 Grenade Launcher, this heavy weapon works has a semi-automatic weapon with the statistics presented below.

Str Needed: 10

Rate of Fire: SA 2

Recoil: -2

Damage: 4d6 (1/2 to adjacent creatures)

Ammo: Each shot consumes 6% of Heavy Weapon ammo.

Weight: 10 lbs

Cost: 8,500 credits

M-100 Grenade Launcher

Rapid-fire grenade launcher Capable of taking down multiple enemies with a single well-placed shot.

Requirements: 2 ranks in Heavy Weapons to use.

Statistics: Fires grenades to the target area. These grenades deal area damage. Failure on the check results on less damage being dealt in a rate of -2 points of damage for each point below the DC. Those in the blast area that have some form of cover can make a Reflex save DC 15 to take only 1/2 damage.

This Heavy Weapon can function like a normal semi-automatic weapon. It has a recoil penalty, RoF and suffers from all normal penalties like those from changing target or cover. The only difference is that instead of a normal attack roll, the weapon requires a Heavy Weapons skill check. In addition, every shot after the first increases the check DC by 2 until the end of the round (cumulative). Each range increment also increases the DC by 2 (also cumulative).

Unlike normal grenades, the ones fired from this weapon explode upon contact and cannot benefit from powers.

Str Needed: 11

Rate of Fire: SA 2

Recoil: -3

Damage: 6d6

Radius: 10 ft

Range: 50 ft

Base Check DC: 12.

Maximum Range increments: 3

Ammo: Each shot consumes 10% of Heavy Weapon ammo.

Weight: 16 lbs

Cost: 8,000 credits

M-451 Firestorm

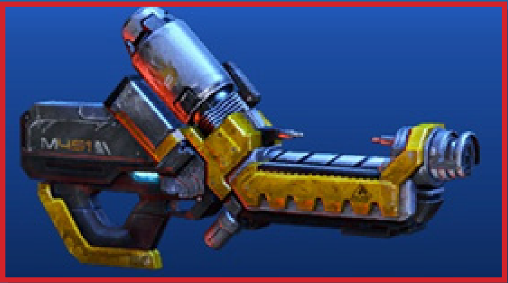
Short-ranged, the Firestorm is a standard short-range flamethrower capable of suppressing and even killing most enemies at close range.

Requirements: 5 ranks in Heavy Weapons to use.

Statistics: This weapon fires flames in a short-range line, dealing damage to all characters caught in the fire, be them friend or foe. A Heavy Weapons check is made against the Defense of each character caught in the area and the affected creatures must make a Reflex save DC 15 to halve the damage and avoid catching fire which deals 1d6 damage per action (the flames can be put out normally). Failing the attack by 4 or less deals only 1/2 damage and the Reflex save DC is 10 (success reduces damge to 1/4). Failing the attack by 5 or more deals no damage and the creature is not caught on fire.

This weapon works just like an automatic weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check.

The character can also buy a Gas Tank that costs 3.000 credits and weighs 15 lbs for Medium creatures, half that much for Small creatures and twice that much for Larger creatures. For the statistics of the Gas Tank, see Blood Pack Pyro.



M-451 Firestorm

Str Needed: 12

Rate of Fire: A 1

Recoil: -2

Damage: 12d6

Area of Effect: 20 ft line

Maximum Range increments: 0

Ammo: Each shot consumes 5% of Heavy Weapon ammo.

Weight: 14 lbs

Cost: 8,000 credits

M-490 Blackstorm

The Blackstorm, colloquially called the "black hole gun" encases a few particles of matter within a high-powered mass-increasing field, elevating them to near-infinite mass. This creates a gravitational singularity that draws nearby enemies and objects inward for a short time. The rapidly-increasing gravity near the singularity's event horizon rips objects apart. The mass effect field soon destabilizes and returns to normal mass, with explosive results.

Requirements: 8 ranks in Heavy Weapons to use.

Statistics: The M-490 shoots out an orb-like projectile that has its own gravitational pull, which will head to the location where the weapon was pointed while dragging any foes (provided their Shields and Plating are down) with it until it implodes, pressing matter out and sending foes flying, while enemies that happen to reach zero HP when in its gravitational field will disappear inside it, resembling a black hole.

A Heavy Weapon's check is made against the Defense of all creatures caught in the firing line of the projectile. If the result is higher, the creature takes 3d6 points of damage and must make a Reflex save DC 15 if the creature has some form of cover provided by elements of the battlefield, or DC 20 if the creature has no cover to avoid being pulled along with the projectile and later into the singularity caused by this weapon. Creatures in the squares touched by the singularity do not gain any save.

The projectile turns into a singularity, and expands it, at any intersection within range, or upon contact with a creature or object in its path. Once expanded, it works just like the biotic power Singularity (with the statistics presented below).

Creatures within the singularity's area take the indicated damage for each action they remain there, regardless of whether they were caught by it or not. Creatures that move into the singularity radius must also make the Reflex save indicated above or are caught in it.

Once the singularity ends, it explodes dealing the final blast damage to all creatures within 20 ft of the point of impact, including those that were caught in it.

This weapon works just like a single shot weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check.

Str Needed: 15

Rate of Fire: Single Shot

Recoil: None

Damage: 3d6 per action; 6d6 in the final blast

Range: 60 ft line

Radius: 15 ft

Fly distance: 5 ft

Duration: 3 actions

Maximum Range increments: 0

Ammo: Each shot consumes 20% of Heavy Weapon ammo.

Weight: 20 lbs

Cost: 20,000 credits

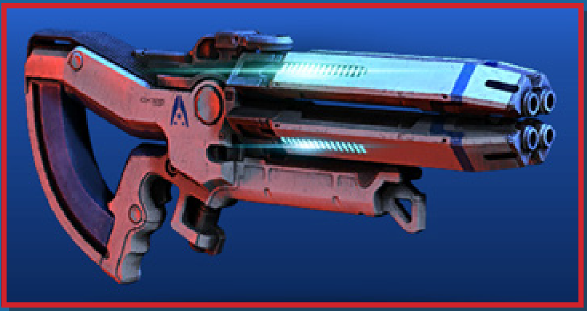
M-560 Hydra

Before the introduction of the M-560 Hydra, missile launchers either focused on bringing down a single armored target or simultaneously neutralizing multiple unarmored opponents. With the Hydra, a soldier no longer needs to choose between the two.

The Hydra releases a barrage of miniature missiles, each guided by an independent homing system that seeks out exposed enemies. On impact, three shaped charges per missile explode in sequence. The first overloads the target's kinetic barriers before the second destroys its armor, clearing a path for the third warhead to detonate inside the target.

Requirements: 10 ranks in Heavy Weapons to use.

Statistics: This weapon fires fast moving projectiles against four different targets in a 20-ft radius area. A Heavy Weapons check must be made against the Defense of each target, separately. Failing on the check means the missiles failed to recognize the target and fly off into the air where they break into small pieces harmlessly. Success means the targets takes the indicated damage.



M-560 Hydra

To fire this weapon, the character must first charge it up. Charging the weapon requires the character to stay still, for 1 action (taking damage does not interrupt this charge). After the charge is complete, the character can choose to hold fire and move freely with the weapon in hand, or it can press another trigger to fire the weapon (the dual trigger system exists to prevent accidents, like the projectile being fired to the ground because the character was killed after the charge up was made). Releasing the charge up trigger without firing, dropping or holstering the weapon forces the weapon to be charged again

Charge Up time: 1 action

Damage: 20d6 damage to Shield HP. If Shield HP reach 0 (or the target had none), additional 20d6 damage are dealt to Plating HP. If the Plating HP reaches 0 (or the target had none), additional 20d6 are dealt to the target's HP.

Target: 4 different targets, all within a 20-ft radius area. Center of area must be up to 60 ft away

Ammo: Each shot consumes 100% of Heavy Weapon ammo.

Weight: 30 lbs

Cost: 57,800 credits

M-622 Avalanche

Cryo Round technology is used to modify standard weapon slugs. A cooling laser collapses the ammunition into Bose-Einstein condensate, a mass of super-cooled subatomic particles capable of snap-freezing objects. Scientists have found a way to apply this technology on a large scale: by generating a mass effect containment "bubble", this proof-of-concept large weapon technology is effective against armor, shields, and biotic barriers. It is nicknamed the "Cryo-Blaster".

Requirements: 5 ranks in Heavy Weapons to use.

Statistics: This weapon attacks by making a Heavy Weapons check against the target intersection's Defense. Success indicates the character was able to fire the projectile to the intended area. Failure by 4 or less means the attack hits a random adjacent square to the target. Failure by 5 means the attack hits a random square 10-ft away from the target.

Once the attack hits a surface, object or creature (when targeted specifically to hit a creature or object, use the creature/object's Defense instead), it deals the indicated damage in the indicated area. In addition, it mimics the effects of the Cryo Blast power, with a DC of 15 (if the shot hits a creature directly, the creature gains no save). The major difference is the duration of the effect against affected creatures that were not protected by Shield HP or Plating HP.

Because the projectiles move slowly, when trying to hit a specific creature she gains double movement bonus to Defense.

This weapon works just like an automatic weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check. Since this weapon targets specific intersections, it is fairly easy to use even by those with little ranks in the Heavy Weapons skill.

Str Needed: 12

Rate of Fire: Automatic 5

Recoil: -2

Damage: 1d6

Range: 25 ft

Radius: 15 ft

Normal Duration: 1 action

Duration for unprotected creatures: 2 actions

Speed Reduction: 10 ft

Maximum Range increments: 5

Ammo: Each shot consumes 5% of Heavy Weapon ammo.

Weight: 20 lbs

Cost: 11,000 credits

M-920 Cain

The effectiveness and efficiency of mass-effect-based weapon technology has rendered large-scale deployment of highly explosive weaponry all but obsolete in infantry weapons. Thus it was developed a prototyped modified version of traditional high-explosive rounds that is applied to a 25-gram slug. When accelerated to 5 km/s, the round is devastating. Though a technically inaccurate label, this prototype weapon is nicknamed the "Nuke Launcher," and its high-explosive matrix generates an archetypical mushroom cloud on impact.

It inflicts high damage with large area of effect.

Requirements: 8 ranks in Heavy Weapons to use.

Statistics: Fires an explosive projectile with seeking capabilities. The projectile can travel up to 200 ft away from the weapon. Traveling further makes it explode. Contact with an object or creature also makes it explode. The projectile travels with a speed of 50 ft per action.

The projectile has the exact same seeking capabilities that missiles fired from the M-77 Missile Launcher have. The same Heavy Weapons check is made against the target's Defense.

M-920 Cain

To fire this weapon, the character must first charge it up. Charging the weapon requires the character to stay still, for 1 action (taking damage does not interrupt this charge). After the charge is complete, the character must fire the weapon or dissipate the charge harmlessly.

Charge Up time: 1 action

Damage: 30d6 (double to organics or synthetics/mechanicals without Plating).

Radius: 40 ft. Unlike normal blast-effect weapons, characters within radius take all this damage regardless of any cover they might have, due to the massive shockwave released by the blast.

Ammo: Each shot consumes 100% of Heavy Weapon ammo.

Weight: 30 lbs

Cost: 27,800 credits

Arc Projector

The Arc Projector ionizes targets with a non-visible laser to ready them for a high-voltage electrical attack. As the lightning-like bolt hits its first target, a sophisticated auto-targeting system paints succeeding targets with the ionization laser, allowing the electricity to take the path of least resistance and arc between them. An entire enemy strike team can be shocked to death with a few pulls of the trigger.

Requirements: 8 ranks in Heavy Weapons to use.

Statistics: The Arc Projector discharges a strong electric current against the target, effectively mimicking the Overload power. Targets are allowed a Will save DC 15 to avoid being stunned.

The attack is made by rolling a Heavy Weapons check against the first target's Defense. If it hits, the shot then jumps to another enemy target within 15 ft of the first, making a new Heavy Weapons check against the new target's Defense but this time with a -3 penalty. This process repeats itself, target after target, but for each additional target beyond the first, the Heavy Weapons check takes a cumulative -5 penalty (so to hit a fifth target the check would carry a -20 penalty).

This weapon works just like a single shot weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check. In addition, each shot must be charged before firing, requiring at least 1 action to be spent in order to charge the shot.

Str Needed: 12

Rate of Fire: Single Shot

Recoil: None

Damage: 4d6 (double against Shield HP, Mechanicals and Synthetics)

Stun Duration: 1 action

Range: 30 ft line

Maximum Range increments: 0

Ammo: Each shot consumes 10% of Heavy Weapon ammo.

Weight: 15 lbs

Cost: 10,750 credits

Collector Particle Beam

Precise and lethal, this focused radiation weapon is very effective against Shield HP but less effective against Plating. The amount of energy required to create a destructive beam is several orders of magnitude more than the amount needed to launch a high-velocity projectile via a mass effect field.

Requirements: 6 ranks in Heavy Weapons to use.

Statistics: Made by collectors and sought by most military personnel, this weapon is extremely rare. It possesses no recoil whatsoever and even though it deals little damage, it as an extremely high rate of fire. In addition, it always deals at least 1 point of damage, regardless of DR.

This weapon works just like an automatic weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check. This weapon can score

Critical Hits by obtaining a natural 20 in the Heavy Weapon's check. Unlike other weapons, it can only score a Second Critical Roll if the final attack is 20 points higher than the target's Defense.

Str Needed: 13

Rate of Fire: A 10

Recoil: None

Damage: 1d4, +1 vs Shield HP (multiplied on a critical hit), -1 vs Plating (not multiplied on a critical hit).

Range: 60 ft

Maximum Range increments: 0

Ammo: Each shot consumes 0,2% of Heavy Weapon ammo.

Weight: 18 lbs

Cost: 36,000 credits

Geth Spitfire

Like the geth plasma shotgun, the Spitfire is not a true energy weapon. Instead, the minigun magnetically flings clusters of superconducting toroids. These donut-shaped projectiles are designed to shatter upon impact, arcing electricity between the fragments and flash-converting them to plasma.

Requirements: 8 ranks in Heavy Weapons to use.

Statistics: This weapon works just like an automatic weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check. This weapon can score Critical Hits by obtaining a natural 20 in the Heavy Weapon's check. Unlike other weapons, it can only score a Second Critical Roll if the final attack is 20 points higher than the target's Defense.

Str Needed: 17

Rate of Fire: A 10. In the first attack action, however, the RoF is only 5. If the character stops firing, the next attack action has only a RoF of 5, which increases to 10 with continuous firing.

Recoil: -3

Damage: 1d10, +1 vs Shield HP (multiplied on a critical hit)

Range: 60 ft

Maximum Range Increments: 5

Ammo: Each shot consumes 0,5% of Heavy Weapon ammo.

Weight: 27 lbs

Cost: 72.000 credits

Note: This weapon is only available in campaigns that occur during or after the events of Mass Effect 3

Reaper Blackstar

The Reaper weapon nicknamed "Blackstar" is so advanced that Alliance scientists can only offer speculation about how it works. The gun appears to exploit an element zero core and mass effect fields to fire gravitational singularities - micro black holes - that revert to their natural lethality when they impact a solid object. Researchers theorize that the blast tears apart the strong nuclear forces that hold the target's atoms together, resulting in a localized fusion reaction in light atoms and a fission reaction in heavy atoms. Thus it destroys organic tissue, corrodes armor, and leaves a visible trail of light-emitting particles.

Requirements: 12 ranks in Heavy Weapons to use.

Statistics: Fires a fast moving projectile against a target creature or a target area. A Heavy Weapons check is made against the Defense of either. If the check fails, the shot simply fails to connect. Otherwise, it connects to target, dealing the indicated damage.

To fire this weapon, the character must first charge it up. Charging the weapon requires the character to stay still, for 1 action (taking damage does not interrupt this charge). After the charge is complete, the character must fire the weapon or dissipate the charge harmlessly.

Reaper Blackstar

Charge Up time: 1 action

Damage: If the weapon is used directly against a creature, and the Heavy Weapons check is equal or higher than the creature's Defense, then that creature is automatically killed by this weapon's effect. If the weapon is used to target a specific surface or object instead, all within the blast radius take 30d6 damage and there is no automatic death effect.

Range: 60 ft

Radius: 20 ft. Unlike normal blast-effect weapons, characters within radius take all this damage regardless of any cover they might have, due to the massive gravity distortion released by the weapon's miniature black holes

Ammo: Each shot consumes 100% of Heavy Weapon ammo.

Weight: 30 lbs

Cost: 100,000 credits

Note: This weapon is only available in campaigns that occur during or after the events of Mass Effect 3, and only if there is still active Reaper technology.

Light Machinegun

Used in tanks and even geth armature/colossi, *the Light Machinegun is similar to an automatic assault rifle, only heavier and with a greater stopping power.*

Requirements: 5 ranks in Heavy Weapons to use.

Statistics: This weapon works just like an automatic weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check. This weapon can score Critical Hits by obtaining a natural 20 in the Heavy Weapon's check. Unlike other weapons, it can only score a Second Critical Roll if the final attack is 20 points higher than the target's Defense.

Str Needed: 16

Rate of Fire: A 9

Recoil: -5

Damage: 1d8

Range: 60 ft

Maximum Range increments: 10

Ammo: Each shot consumes 0,2% of Heavy Weapon ammo.

Weight: 27 lbs

Cost: 12,000 credits

Note: The Light Machinegun's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power.

Heavy Machinegun

Used in anti-personnel Alliance military tanks, the Heavy Machinegun is nothing more than a strong improvement of the Light Machinegun. It's stopping power is without equal..

Requirements: 5 ranks in Heavy Weapons to use.

Statistics: This weapon works just like an automatic weapon, taking all advantages and penalties the character would take when attacking with it. Only instead of making a normal attack roll, the character makes a Heavy Weapons skill check. This weapon can score Critical Hits by obtaining a natural 20 in the Heavy Weapon's check. Unlike other weapons, it can only score a Second Critical Roll if the final attack is 20 points higher than the target's Defense.

Str Needed: 17

Rate of Fire: A 12

Recoil: -6

Damage: 1d12

Range: 60 ft

Maximum Range increments: 10

Ammo: Each shot consumes 0,2% of Heavy Weapon ammo.

Weight: 45 lbs

Cost: 22,000 credits

Note: The Heavy Machinegun's shots are so powerful, they can pierce through objects as if they had the rank 1 of the *Armor-Piercing* Ammo power.

Cybernetics

Extremely complex pieces of high-tech, cybernetics are devices that cross the borders of synthetic and organic. They are highly advanced technological devices that alter or replace parts of an organic creature's body, enhancing them in most cases. Considered unethical by some and the future of all by others, cybernetics will always be controversial since they blur the line between organic/natural and synthetic/artificial.

Construction and Repair

Cybernetic attachments are complex instruments with both electrical and mechanical components. Consequently, a character must make a certain amount of skill checks in the order presented to be able to build a cybernetic enhancement or replacement (the type of cybernetic determines the skill checks, and their DCs, that are required).

In order to build a cybernetic, the character requires half market price spent as resources and a proper construction lab (in addition to the skill checks). More than one character can be involved in the construction, by helping with Aid Another checks or by performing skill checks themselves.

Repairing a damaged or nonfunctional cybernetic attachment requires 10 hours of work and a successful Repair check (DC 25). A character needs a Repair kit to facilitate repairs. Without one, a character takes a –4 penalty on the check.

More than one character can be involved in the repair process, by helping with Aid Another checks.

Installation and Removal

Installing or removing a cybernetic attachment, regardless of whether it's a replacement or enhancement, requires a successful surgery, made with Medicine checks (DC is determined by the type of Cybernetic). The cost of the surgery is already included in the cost of the cybernetic.

If the Medicine check fails by 5 or more, the character takes 1d6 points of Constitution damage.

Removing a cybernetic attachment without proper surgery causes lasting physical trauma to the patient's body, dealing 1d4 points of permanent Constitution drain.

Number of Attachments

Only living creatures can have cybernetic attachments. A living creature can have a maximum number of cybernetic enhancements equal to 1/2 creature's Constitution score (minimum of 0) and a maximum of cybernetic replacements equal to 1/2 creature's Constitution score (minimum of 1).

A creature may have more cybernetic attachments installed on its body can it can bear. However, if implanted with more implants than it can bear, a creature has its maximum normal HP reduced by 5 and impose a -1 penalty on checks and rolls (with exception of ranged weapon damage) and loses 1 Tech point and 1 Biotic point. These penalties are cumulative for each cybernetic the character possesses above the limit. If the character's HP are reduced to 0, due to this penalties, the character automatically dies.

Penalties caused by having too many cybernetic attachments remain until the offending attachments are removed.

Benefits and Drawbacks

Cybernetic attachments provide countless benefits to their recipients. For example, cybernetic eyes can bestow nightvision or improve the accuracy of the recipient's ranged attacks. A cybernetic brain implant can improve the recipient's response time in a crisis, protect against mind-influencing attacks, or increase the flow of adrenaline throughout the body. The possibilities of cybernetic technology are endless. Although the benefits make cybernetics very alluring, the drawbacks are equally discouraging:

Electricity Vulnerability: A creature with one or more cybernetic attachments takes 50% more damage from any extra damage done to Shield HP (rounded down). This vulnerability can be offset by an anti-shock implant (see Cybernetic Enhancements, below).

Susceptibility to Critical Hits: External cybernetic attachments are vulnerable to attacks that specifically target the body part where the cybernetic device is. This means whenever a creature suffers from an Instant Kill roll that specifically targets the body part where the cybernetic enhancement is, the cybernetic is damaged and the creature suffers from the Instant Kill roll's effect. For cybernetic replacements things are a different, as the creature had to already lose that body part. As such, if the creature suffers from an Instant Kill roll that specifically targets a body part replaced by a cybernetic replacement, the cybernetic is damaged but the creature takes damage as if it was a normal hit.

Damaged Cybernetics: A damaged cybernetic does not work. If the cybernetic in question was a replacement, the character takes any penalties (but not damage or ability drain) as if he had lost that specific body part. If it is an enhancement, the character simply loses the benefits from the enhancement until it is repaired.

Synthetic Type: A character that has a number of cybernetics equal to his maximum or more also gains the synthetic subtype (effectively becoming organic and synthetic) but only for the purposes of determining effects that target him.

Types

Cybernetics can either be internal or external. This has no in-game effect other than letting PCs and NPCs know of the existence of the cybernetic. Some conservative characters are likely to frown upon the use of cybernetic enhancements (replacements are widely accepted), while others may be fascinated. It is up to the GM to determine the social effects of a given cybernetic.

Two kinds of cybernetic attachments exist: **Replacements:** Replacements are prosthetic or artificial units intended to replace lost limbs and damaged organs. Common replacements provide no benefits other than duplicating the essential functions of their biological counterparts, and they present little strain on the beneficiary's overall well-being. In appearance, a cybernetic replacement can be recognizably artificial or virtually indistinguishable from the real thing.

The most basic replacement limbs and organs don't bestow any special benefits, but they suffer the usual drawbacks (see Benefits and Drawbacks, above). Some advanced replacements are built to counter certain drawbacks, as noted. They don't add measurably to the recipient's weight.

Replacements and Losing Body Parts: In order to implant a cybernetic replacement, the character must have a body part removed (see Losing Body Parts section for the effects of having a body part removed), which usually deals several types of damage and applies other effects, even if willingly removed.

When a character receives a cybernetic to replace a lost body part, all penalties and damage are removed from the character upon the cybernetic replacement's successful installation. The only exception are HP damage and Constitution drain, which result from the trauma of losing the body part. The Constitution drain, however, is reduced to 1 instead of the normal drain imposed by losing the body part.

Enhancements: Enhancements bestow new abilities or improve the recipient in some fashion. Enhancements include skeletal reinforcement, subcutaneous communications hardware, and weapon mounts. Some enhancements have visible external components, while others are hidden beneath the skin. Enhancements put more of a drain on the body's resources, and recipients frequently suffer debilitating physical or mental side effects.

Unlike standard replacements, they bestow new abilities upon their recipients. Unless otherwise noted, enhancements don't add measurably to a recipient's weight.

Replacements

Replacements are quite common, especially among soldiers has most militaries tend to help their effective members obtain a prosthetic replacement in case of injury in the line of fire.

Artificial Organs

An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye, or ear.

Benefit: The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

Type: Internal or external (depends on the organ. Eyes, for example, are considered external as they are visible by other characters).

Cost: Between 5,000 and 15,000 credits (GM's choice)

Weight: Increases character's weight by 1%.

Construction: Two Electronics checks, two Research (biology) checks and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 6 hours work.

Installation: Normal surgery DC 25

Artificial Organs, Resilient

This upgraded version of the artificial organ not only replaces a defective or destroyed biological organ but is also more resilient than its technological predecessor.

Benefit: The upgraded artificial organ duplicates the function of its biological counterpart but also provides a 15% chance of negating critical hits and sneak attacks.

Type: Internal or external (depends on the organ. Eyes, for example, are considered external as they are visible by other characters). Resilient artificial ears cannot be created.

Cost: Between 25,000 and 50,000 credits (GM's choice)

Weight: Increases character's weight by 1%.

Construction: Three Electronics checks, two Medicine checks and two Research (biology) checks, each DC 27, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 6 hours work.

Installation: Normal surgery DC 25

Prosthetic Limbs

A prosthetic limb fully replaces a lost or destroyed biological arm/leg. The prosthetic arm may begin at the shoulder/thigh, elbow/knee, or wrist/ankle.

Benefit: The prosthetic limb duplicates the function of its biological counterpart. It provides no special game benefits.

Type: External.

Cost: Between 3,000 and 10,000 credits (GM's choice)

Weight: Increases character's weight by 15%.

Construction: Two Electronics checks, one Research (biology) check and one Medicine check, each DC 20, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 6 hours work.

Installation: Normal surgery DC 22

Prosthetic Limbs, Resilient

This upgraded version of the prosthetic limb not only replaces a lost or destroyed arm/leg but is also more resilient than its technological predecessor.

Benefit: The prosthetic limb upgrade duplicates the function of its biological counterpart but also increases Defense bonus by 1, since it is much hardened than a normal prosthetic limb.

Type: External.

Cost: Between 7,000 and 21,000 credits (GM's choice)

Weight: Increases character's weight by 15%.

Construction: Three Electronics checks, one Research (biology) check and one Medicine check, each DC 22, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 6 hours work.

Installation: Normal surgery DC 22

Prosthetic Limbs, Empowered

This upgraded version of the prosthetic limb not only replaces a lost or destroyed arm/leg but is also much stronger than a normal limb.

Benefit: The prosthetic limb duplicates the function of its biological counterpart. Also melee attacks using this limb count as using a Light Melee Weapon and deal +1d6 points of extra damage.

Type: External.

Cost: Between 5,000 and 18,000 credits (GM's choice)

Weight: Increases character's weight by 20%.

Construction: Three Electronics checks, one Research (biology) check and one Medicine check, each DC 23, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 6 hours work.

Installation: Normal surgery DC 23

Enhancements

Enhancements are rarer than replacements. That's because enhancements are not required to live a normal life (unlike a prosthetic limb is for someone who lost a leg). In addition, most of them are expensive. Of all cybernetic enhancements, only the biotic implant port, neural implant port and bionic implant port are common. Some enhancements may be illegal or restricted in Citadel Space!

Anti-Flare Implants

The recipient's corneas are replaced with artificial ones equipped with flare suppressors that react instantly to bright flashes of light.

Benefit: Blinding effects produced by bright lights or Flashbang Grenades have no harmful or debilitating effect on the recipient.

Type: Internal.

Cost: 12,000 credits (illegal in Citadel Space)

Construction: One Electronics checks, one Research (engineering) check, one Research (biology) check and one Medicine check, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 23

Anti-Shock Implant

This tiny implant, embedded near the recipient's brain stem, protects itself and other cybernetic hardware against electricity damage.

Benefit: The implant negates the recipient's special Electricity Vulnerability

Type: Internal.

Cost: 10,000 credits

Construction: Three Electronics checks, one Research (engineering) check, one Research (biology) check and two Medicine checks, each DC 27, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 30

Anti-Stun Implant

This implant, embedded near the spine, shields the recipient's nervous system against stunning attacks.

Benefit: The recipient cannot be stunned.

Type: Internal.

Cost: 25,000 credits (illegal in Citadel Space)

Construction: One Electronics checks, one Research (engineering), two Research (biology) checks and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 30

Bionic-Amplifier Implant Port

Similar to a biotic-implant port but targeting the character's muscles and nervous systems, the bionic implant port allows a character to add bionic-amplifiers to enhance his physical characteristics.

Benefit: The character can have a bionic amplifiers active on his body. Each port can only hold one bionic-amplifier so if a character desires more than one implant he requires more port. He can, however, remove an implant for another, which requires 5 actions and concentration on the job. The cost of the surgery is already included.

The Bionic-Amplifier Implant Port counts for the maximum number of cybernetics a character can have but only when a Bionic Amplifier is connected to it.

Type: Internal.

Cost: 300 credits

Construction: One Electronics check, one Research (biology) check and two Medicine checks, each DC 20, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Bionic Amplifiers

Attached to a Bionic Implant Port, these amplifiers enhance a character's physical abilities.

Bionic Amplifier Bonus	Cost (credits)	Bionic Amplifier Bonus	Cost (credits)	Bionic Amplifier Bonus	Cost (credits)	Bionic Amplifier Bonus	Cost (credits)
+2 Strength	4,000	+2 Constitution	4,000	+3 on Fort saves	3,000	+2 on Ref saves	1,333
+4 Strength	16,000	+4 Constitution	16,000	+4 on Fort saves	5,333	+3 on Ref saves	3,000
+2 Dexterity	4,000	+1 on Fort saves	333	+5 on Fort saves	8,333	+4 on Ref saves	5,333
+4 Dexterity	16,000	+2 on Fort saves	1,333	+1 on Ref saves	333	+5 on Ref saves	8,333

Benefit: Once attached to a Bionic-Amplifier Implant Port, the character gains the Bionic Amplifier's bonus. The existing bionic amplifier bonuses are presented in the table above.

Multiple amplifiers providing the same bonus do not stack, only the highest applies.

Type: Internal.

Cost: varies

Construction: These implants can only be made in specialized laboratories and cannot be made by PCs.

Installation: See Bionic-Implant Port

Biotic-Amplifier Implant Port

This is the basic biotic implant port that all biotic users require, in order to add bio-amps. Due to its extreme importance for all biotic users, the implant and the surgery are subsided by the Citadel and other governments, even in the Terminus Systems, so its cost is minimal.

Benefit: The character can use biotic implants.

The cost of the surgery is already included. Characters can only have one Biotic-Amplifier Implant Port.

The Biotic-Amplifer Implant Port does not count for the maximum number of cybernetics a character can have or for the purposes of Electricity Vulnerability.

Type: Internal.

Cost: 35 credits if made in a hospital. 3,500 if made outside government funding.

Construction: One Electronics check, one Research (biology) check and two Medicine checks, each DC 20, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Body Repair Weave

A delicate weave of subdermal biowires stimulates and repairs the body's damaged tissue.

Benefit: The recipient heals naturally at 2× the normal rate (not applied to regeneration).

Type: Internal.

Cost: 6,700 credits

Construction: One Electronics checks, one Research (biology) check and one Medicine check, each DC 26, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 23

Cacophonic Implant

The recipients trachea is replaced with a device which aside from enabling voice as a normal trachea also enables the recipient to mimic any voice or noise within reason.

Benefit: Recipient can talk normally but also mimic any noise or voice. Mimicry requires a DC 20 concentration check if the sound is known.

Mimicry requires the user to have heard the noise or voice he/she is trying to mimic.

Type: Internal

Cost: 16,750 credits

Construction: One Electronics check, one Research (technology) check and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 26

Control Implant Chip

This device is implanted in the brain to override the recipient's free will and enslave him to a certain group or individual.

Benefit: A recipient of a Control Implant Chip must succeed in a Will Save (DC 30) when given an order by a certain individual(s) who was pre-programmed into the chip. Failure means the recipient executes the order to the best of his abilities. If the recipient succeeds in the Will Save he is immune to control by the implant for ten minutes and cannot be given the same command he resisted for two months. An order that goes against the recipient's most basic beliefs (such as killing close friends or civilians) lowers the Will Save's DC to 20.

If the character successfully resists the command, he can attempt a Charisma check DC 20 to overload the Control Implant Chip, damaging it.

Type: Internal.

Cost: 60,750 credits (illegal in Citadel Space)

Construction: Two Research (technology) checks, three Research (chemistry) checks and two Medicine checks, each DC 27, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 35

External Weapon Mount

The recipient's prosthetic arm ends in a weapon instead of a hand. Usually, only militaries provide this enhancement to their effective members. In the black market, this enhancement costs three to five times more.

Benefit: The recipient has a melee or ranged weapon attached to a prosthetic arm. Attempts to disarm the recipient of the attached weapon automatically fail.

The weapon can only be a light melee weapon or a weapon whose length (in its normal form) is smaller than the character's height divided by 4.

Type: External.

Cost: 10,000 credits

Weight: Increases character's weight by 5%.

Construction: Two Electronics checks and one Research (engineering) check, each DC 23, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 20

Fortified Skeleton

The recipient's skeleton is fortified with high-impact polymers, increasing his ability to shrug off greater physical damage.

Benefit: The recipient gains DR 1 and gains 15% chance of negating critical hits and sneak attacks.

Type: Internal.

Cost: 25,000 credits (only militaries provide this enhancement for their effective members and the cost is for characters associated with a military organization. In the black market it costs 3 to 5 times more in black market)

Weight: Increases character's weight by 20%.

Construction: One Electronics checks, one Research (chemistry) check, one Research (engineering) check, two Research (biology) checks and two Medicine checks, each DC 30, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 6 hours work.

Installation: Normal surgery DC 30

Fused Armor

These are devices that fuse an armor to the recipient's body.

Benefit: Fused armor cannot be removed without extensive surgery (normal surgery DC 25)

Type: Internal

Cost: 6,700 credits (illegal in Citadel Space)

Construction: One Electronics check, one Research (biology) check, one Repair check, one Research (engineering) check and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Gimper

A Gimper is a cutoff system built into the nervous and adrenal systems of the recipient as well as emotional centers of the brain. It limits his strength, agility, and ability to feel intense emotions.

Benefit: The recipient of a Gimper takes a permanent –4 penalty to Strength and Dexterity and gains only half the benefit of morale bonuses. Any bonus to Strength or Dexterity gained from cybernetic implants is negated. A Krogan cannot enter Blood Haze while implanted with a Gimper, and a Vorcha cannot Rage when implanted with same.

As a side effect, the recipient takes only half the normal penalties from being shaken and gains a +6 bonus on saves against fear effects.

Type: Internal.

Cost: 10,000 credits (illegal in Citadel Space)

Construction: One Electronics checks, two Research (engineering) checks, two Research (biology) checks and three Medicine checks, each DC 25, are required to finish construction. If two fail, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 30

Grey Box

A Grey Box records and archives anything the recipient experiences, feels or thinks.

Benefit: A Grey Box can be removed after death so that the recipient's knowledge and history doesn't die with him. The recipient can also leave a recorded message for whoever unlocks it after death.

Type: Internal.

Cost: 40,000 credits (illegal in Citadel Space)

Construction: One Electronics checks, two Research (engineering) checks, two Research (biology) checks and two Medicine checks, each DC 30, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 35

Initiative Implant

The initiative implant consists of a series of wires threaded around the recipient's spinal cord and attached to the recipient's nervous system. The implant stimulates faster response times. Usually, only militaries provide this enhancement to their effective members. In the black market, this enhancement costs three to five times more.

Benefit: The recipient gains a +2 equipment bonus on initiative checks.

Type: Internal.

Cost: 3,300 credits

Construction: One Electronics check, one Research (biology) check and one Medicine check, each DC 20, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 2 hours work.

Installation: Normal surgery DC 30

Injector Unit

This unit, attached the recipient's forearm or thigh, incorporates three medical hypo-syringes. Upon command, the unit can inject any or all of the medicinal substances into the recipient's bloodstream.

Benefit: The injector unit has three built-in hypos, and each hypo holds a single dose of one type of stimpack or drug. As a free action during his turn, the recipient can contract his muscles to inject himself with any or all of these hypos, gaining the benefits immediately. A drained hypo can be removed and replaced as a full-round action.

Type: External.

Cost: 7,500 credits

Construction: Two Electronics checks, one Research (engineering) check and one Medicine check, each DC 23, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 2 hours work.

Installation: Normal surgery DC 22

Internal Weapon Mount

The recipient has a hidden weapon embedded in a prosthetic forearm or hand. The weapon extends from the prosthesis and is visible when in use.

Benefit: The recipient has a melee or ranged weapon hidden under within a prosthetic arm/hand. Attempts to disarm the recipient of the attached weapon automatically fail. Extending or retracting the weapon is a free action.

If the weapon is to be hidden in a prosthetic arm, the weapon

can only be a light melee weapon or a weapon whose length (in its normal form) is smaller than the character's height divided by 4. If it is hidden in a hand, it can only be a light melee weapon.

Spotting the weapon requires a successful Spot check opposed by the recipient's Sleight of Hand check.

Type: Internal.

Cost: 30,500 credits (illegal in Citadel Space)

Weight: Increases character's weight by 5%.

Construction: Three Electronics checks, one Research (engineering) check, one Repair check and one Medicine check, each DC 20, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 20

Integrated Radar

The recipient's artificial eyes are upgraded with the ability to determine the location of nearby enemies.

Benefit: The recipient gains the benefit of a Radar (see Omni-Tool Functionalities) but instead of requiring 4 consecutive actions that provoke AoO, he requires only 2 actions that do not provoke AoO. In addition, it does not increase the weight in any way. If both eyes are upgraded with Integrated Radar, the character gains the benefit of an Improved Radar, following the same rules as above.

Type: Internal.

Cost: 7,500 credits per eye

Construction: Two Electronics checks, one Research (biology) check and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Luminous Skin

Special skin grafts create luminous displays on the recipient's flesh. Most recipients use it purely for decoration, but the same technology can provide a built-in chronometer.

Benefit: The recipient can control the brightness of the luminescence as a free action, negating it entirely if desired. As its most intense, luminous skin can illuminate squares occupied by or adjacent to the recipient. The chronometer serves the same function as a wristwatch, including date, time, and alarm functions.

Type: Internal.

Cost: 7,600 credits

Construction: Two Research (chemistry) checks and one Medicine check, each DC 25, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 2 hours work.

Installation: Normal surgery DC 22

Mindscreen Implant

A small implant in the recipient's brain protects him against mental attacks.

Benefit: The recipient gains a +2 equipment bonus on saving throws against mind-affecting effects such as Dominate or an Asari Mind Meld.

Type: Internal.

Cost: 20,850 credits

Construction: Three Research (chemistry) checks and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 30

Neural-Amplifier Implant Port

Similar to a biotic-implant port but targeting the character's brain and sensatory systems, the neural implant port allows a character to add neural-amplifiers to enhance his mental characteristics.

Benefit: The character can have a neural amplifiers active on his body. Each port can only hold one neural-amplifier so if a character desires to haves more than one implant he requires more than one port. The cost of the surgery is already included. Characters can only have a maximum number of Neural Implant Ports equal to their Wisdom modifier +1 (minimum of 1).

The Neural Implant Port does not count for the maximum number of cybernetics a character can have, and Neural Implants count only for the maximum presented above.

Type: Internal.

Cost: 300 credits

Construction: One Electronics check, two Research (biology) checks and two Medicine checks, each DC 20, are required to finish construction. If one fails, the process must start over. If two fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Neural Amplifiers

Attached to a Neural Implant Port, these amplifiers provide several bonuses to a character's mental abilities.

Benefit: Once attached to a Neural-Amplifier Implant Port, the character gains the Neural Amplifier's bonus. The existing bionic amplifier bonuses are presented in the table.

Neural Amplifier Bonus	Cost (credits)
+2 Intelligence	4.000
+4 Intelligence	16.000
+2 Wisdom	4.000
+4 Wisdom	16.000
+2 Charisma	4.000
+4 Charisma	16.000
+1 on Will saves	333
+2 on Will saves	1.333
+3 on Will saves	3.000
+4 on Will saves	5.333
+5 on Will saves	8.333

Multiple amplifiers providing the same bonus do not stack, only the highest applies.

Type: Internal.

Cost: varies

Construction: These implants can only be made in very specialized laboratories and cannot be made by PCs.

Nightvision Optics

The recipient's eyes are replaced with ocular implants that enable the character to see better in the dark. One of the recipient's eyes must be replaced to gain any benefit.

Benefit: The recipient gains nightvision out to a range of 30 feet. If both eyes are replaced and a nightvision optics implanted in each, then the range becomes 60 ft.

Type: Internal.

Cost: 10,500 credits per eye

Construction: Two Electronics checks, one Research (biology) check and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Ocular Flash-Bang

An ocular flash-bang is an explosive device implanted in the brain just behind the eyes that can be detonated with a specific coded signal, killing the recipient instantly with no saving throw. Some versions allow the recipient to detonate it manually.

Benefit: Upon receiving a specific code on a specific frequency the ocular flash-bang detonates, causing the recipient's head to explode and kill the recipient immediately with no saving throw. Nearby allies of the recipient must make a Will save DC 10 + Victim's HD or be shaken for 1d4 rounds.

Type: Internal.

Cost: 17,800 credits (illegal in Citadel Space)

Construction: Three Electronics checks, two Research (biology) checks and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 30

Prosthetic Enhancer

This implant attaches to a prosthetic arm or leg, making it stronger.

Benefit: If attached to a prosthetic leg, the prosthetic enhancer increases the recipient's base speed by +5 feet. In addition, any unarmed attack made with an enhanced prosthetic leg deals an additional 1 point of damage.

If attached to a prosthetic arm, the prosthetic enhancer grants a +2 bonus on Strength-based and Dexterity-based ability checks and skill checks. In addition, unarmed attacks made with the enhanced prosthetic arm deals + 1 extra point of damage.

A prosthetic enhancer does not count toward the total number of cybernetic attachments the recipient can have (see Number of Attachments).

Type: Internal.

Cost: 10,000 credits (only militaries provide this enhancement for their effective members and the cost is for characters associated with a military organization. In the black market it costs 3 to 5 times more in black market)

Weight: Increases character's weight by 5%.

Construction: Three Electronics checks, one Research (engineering) check, one Repair check and one Medicine check, each DC 20, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 2 hours work.

Installation: Normal surgery DC 20

Rage Implant

This brain implant dramatically increases the amount of adrenaline and testosterone the recipient's body produces, temporarily boosting his strength and durability.

Benefit: The recipient can activate the implant as a free action once per day. Upon doing so, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Defense.

The increase in Constitution increases the recipient's hit points by 2 per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. While raging, the recipient cannot use any Charisma-, Dexterity- or Intelligence-based skills (except for Balance, Drive, Intimidate, Pilot, or Ride), the Concentration skill, any abilities that require patience and concentration, or any items that must be activated to function.

The rage lasts for a number of rounds equal to 3 + the recipient's (newly acquired) Constitution modifier. The recipient may prematurely end his rage. At the end of the rage, the recipient loses the rage modifiers and restrictions and becomes fatigued for the remaining duration of the current encounter.

Type: Internal.

Cost: 26,000 credits (illegal in Citadel Space)

Construction: Three Research (chemistry) checks and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 30

Skill Implant

This small brain implant enables its recipient to perform a specific skill more adroitly.

Benefit: The recipient gains a +3 competence bonus on checks made with one class skill of his choice. Different skills require different implants, and a skill implant cannot be modified to grant a bonus to another skill.

A recipient may have multiple skill implants, but each is considered a separate cybernetic attachment.

Type: Internal.

Cost: 5,250 credits

Construction: Two Electronics checks, one Research (type of research should match type of skill – GM's choice) check and one Medicine check, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 30

Skill Plexus

This unit, implanted in the recipient's brain, allows multiple skill implants to function as a single cybernetic attachment.

Benefit: The recipient may have up to four skill implants attached to the skill plexus, and together they are treated as a single cybernetic attachment. However, if the skill plexus is destroyed, all of the attached skill implants are destroyed too.

Type: Internal.

Cost: 30,000 credits

Construction: Two Electronics checks, three Research (engineering) checks and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 30

Stabilizer

A stabilizer releases chemical coagulants into a dying recipient's bloodstream to prevent excess blood loss, effectively stabilizing him. A stabilizer is usually installed near the recipient's heart.

Benefit: If reduced to negative hit points, the recipient automatically stabilizes.

Type: Internal.

Cost: 8,700 credits

Construction: One Electronics checks, one Research (chemistry) check, two Research (biology) checks and one Medicine check, each DC 22, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 2 hours work.

Installation: Normal surgery DC 22

Targeting Optics

The recipient's eyes are replaced with ocular implants that use a projected targeting reticule to improve the recipient's aim.

Benefit: Targeting optics grant a +1 bonus on all attack rolls made with ranged weapons for each eye with a Targeting Optics cybernetic implant.

One of the recipient's eyes must be replaced to gain any benefit.

Type: Internal.

Cost: 12,400 credits per eye (only militaries provide this enhancement for their effective members and the cost is for characters associated with a military organization. In the black market it costs 3 to 5 times more in black market)

Construction: Two Electronics checks, one Research (engineering) check, one Research (biology) check and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 4 hours work.

Installation: Normal surgery DC 27

Telescopic Optics

The recipient's eyes are replaced with ocular implants that simulate the effects of binoculars, enabling the recipient to perceive distant objects more easily.

Benefit: Telescopic optics reduce the range penalty for Spot checks to –1 for every 30 feet of distance (instead of –1 for every 10 feet). If both eyes have Telescopic Optics then the character gains a +1 bonus on attack rolls when using the *Aiming* action.

One of the recipient's eyes must be replaced to gain any benefit.

Type: Internal.

Cost: 8.,950 credits per eye

Construction: Two Electronics checks, one Research (engineering) check, two Research (biology) checks and one Medicine check, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 25

Voice Stress Analyzer

Sensors attached to the recipient's optic nerves and inner ear analyze minute physical indicators from living beings (including increased pulse galvanic skin response) and enable the recipient to better determine the emotional states of others.

Benefit: The recipient gains a +4 equipment bonus on all Sense Motive checks per eye with Voice Stress Analyzer.

Type: Internal.

Cost: 11,150 credits per eye (illegal in Citadel Space)

Construction: One Electronics checks, one Research (engineering) check, one Research (biology) check and one Medicine check, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Each check is equivalent to a 3 hours work.

Installation: Normal surgery DC 23

Cybernetic Upgrades

These are upgrades which can be bought for existing Cybernetic implants, adding abilities or increasing statistics. Multiple upgrades can be applied to the same cybernetic device. Their drawbacks and benefits stack.

Booby Trapped

Those characters with a more paranoid outlook on life might consider the booby trapped gadget for protecting their cybernetics. Any cybernetic device with this gadget is designed to function properly only for the recipient. The booby trap can be deactivated by the recipient with one normal action and remains inert until reactivated (also one normal action). If an unauthorized character picks up the cybernetic device (should it be separated from the owner), or, more important, attempt to operate on or remove it, a special trap is immediately triggered. None of the traps affect the recipient as long as the cybernetic device is attached. (If the device is being operated on, the trap might do this damage to the tools being used for the surgery.)

Barbs: The cybernetic device rapidly projects spikes or blades, dealing 1d6 points of damage to the character tripping the trap. Only viable for cybernetic replacements.

Electric Shock: Power cells in the cybernetic device discharge and deal 1d6 points of electricity damage to the character tripping the trap.

Trigger Integrated Weapon: An integrated weapon is triggered and targets the character tripping the trap. This trap requires that the cybernetic device make use of the integrated cybernetics upgrade (see below) and is typically used to trigger an explosive device.

Cost: Increases the cost of the cybernetic, that has this upgrade, by 15%.

Aplication: This upgrade must be applied when creating, or buying, the cybernetic in question. If creating it, the cybernetic's construction DC increases by 3. Regardless, the installation DC increases by 2.

Inobvious

An inobvious cybernetic device doesn't look like a cybernetic device when not in use. Cybernetic eyes appear to be nothing more than normal human organs, cybernetic limbs show no sign of enhanced power or function, and even dermal armor is streamlined enough to not change the recipient's shape. A DC 25 Spot check is required to realize the recipient has the cybernetic device, and even then its exact function is not obvious until it is used. Obviously, there are limits to what can be hidden. No externally mounted cybernetic device can be inobvious, and no amount of camouflage will hide the fact that a 5-foot-tall girl picking up a small car doesn't have some unusual ability, even if her cybernetic limbs appear to be normal flesh and blood. Normal camouflage for cybernetic devices applies only to casual, visual inspection. Even so, no cybernetic devices can remain hidden if the recipient is the target of a thorough medical examination.

This upgrade for limbs consists of a "Skin Overlay", coating the limb in a material that looks and feels like normal skin. (As used by Cerberus to enable a robotic spy to infiltrate the Prothean Ruins on Mars).

Cost: Increases the cost of the cybernetic, that has this upgrade, by 15%.

Aplication: This upgrade must be applied when creating, or buying, the cybernetic in question. If creating it, the cybernetic's construction DC increases by 3. Regardless, the installation DC increases by 2.

Sensor Baffling

From simple metal detectors to advanced x-ray scanners and omni-tools, there's always a way to detect cybernetics. The ability to confuse these sensors can be invaluable, especially when smuggling weapon implants past security.

Any cybernetic device with a sensor baffling gadget increases by 5 the DC of checks made to detect the device with sensors or other detection devices. Even so, no cybernetic devices can remain hidden if the recipient is the

target of a thorough medical examination.

A cybernetic device can have sensor baffling without being inobvious, but this means the device is still clearly cybernetic when observed visually and the +5 DC applies only to scanners and similar detection methods.

Cost: Increases the cost of the cybernetic, that has this upgrade, by 20%.

Aplication: This upgrade must be applied when creating, or buying, the cybernetic in question. If creating it, the cybernetic's construction DC increases by 5. Regardless, the installation DC increases by 2.

Storage Compartment

A cybernetic replacement can have an internal storage compartment built into it. Each compartment can hold a single object of Small size or smaller. The recipient can remove objects from the compartment easily, but anyone attempting to do so against his will must both successfully pin the recipient and beat him at an opposed Strength check. Objects kept in cybernetic storage compartments gain a +4 bonus on checks made to conceal them. Removing an object from a cybernetic storage compartment requires one action that provokes attacks of opportunity. A compartment can also be made into a weapon bin (at no additional cost). This allows it to hold a single type of weapon, which can be removed in the same way a weapon is drawn (an action that can be combined with movement, and does not provoke attacks of opportunity).

For an additional cost, a compartment can be spring-loaded. A single object can be removed from a spring-loaded compartment as a free action.

Cost: Increases the cost of the cybernetic, that has this upgrade, by 15%. To be able to remove the object with a free action, the cost is 25% instead.

Aplication: This upgrade must be applied when creating, or buying, the cybernetic in question. If creating it, the cybernetic's construction DC increases by 2. Regardless, the installation DC increases by 1.

Ultralight Composition

The development of new and experimental alloys constantly allows cybernetic technology to advance to the point where once bulky and heavy devices become even lighter than the flesh-and-blood organs they displace. A cybernetic device that increases the character's weigh can have this upgrade to reduce the weight increase amount by 5% (to a minimum of 0% weight increase).

Cost: Increases the cost of the cybernetic, that has this upgrade, by 10%.

Aplication: This upgrade must be applied when creating, or buying, the cybernetic in question. If creating it, the cybernetic's construction DC increases by 3. Regardless, the installation DC increases by 2.

Equipment and ME timeline

All the equipment presented here assumes the campaign will be taking place after the events of Mass Effect 2. However, this may not be the case.

If the campaign you are playing in is set prior to the events of Mass Effect 2, then you should ask your GM which items are available or not. Some already include this information.

Weapons prior to Mass Effect 2: Since the weapons prior to ME2 had a previous cooling system, running campaigns on that timeline may be tricky. That is because weapons, in that timeline, possessed no Thermal Clips and had built-in cooldown systems. The GM can either alter all the rules for weapons or use the following considerations when dealing with the weapons:

- Each weapon has a "Shots Before Overheat" (SBO) stat instead of ammo clip. SBO is equal to the weapon's full ammo clip size.
- If an amount of shots fired from the weapon exceeds its SBO, the weapon is "overheated" and needs 10 actions to cool down. During that time, the weapon cannot be used to fire.
- For each action the weapon is not fired, while not "overheated" it cools down for 20% its SBO (do not round this value, use fractions), allowing the character to fire more shots.
- All effects that require a weapon to be reloaded before it can fire again (such as rolling 13-15 on Critical Failure roll) now set the weapon's heat equal to SBO (but don't trigger the overheating).
- Cold and hot environments can alter the weapon cooling speed. In cold environment weapons cool down faster and heat makes weapons cool down slower:
  - If the environment has cold-related Hazard Level, the cooldown speed of all weapons is increased by 10% per cold level (10% for Cold Weather, 20% for Severe Cold and so on). Additionally, the time required to cool down from overheated state reduces to 8 actions for Cold Weather and Severe Cold, 7 actions for Freezing Cold and 6 actions for Extreme Cold.
  - If the environment has heat-related Hazard Level, the cooldown speed of all weapons is instead decreased by 10% per heat level. Additionally, the time required to cool down from overheated state increases to 11 actions for very hot conditions, 12 actions for severe heat and 14 actions for extreme heat.
- Explosive Ammunition compatibility addition: Instead of requiring additional thermal clips and increased reaload time, each shot fired from the weapon with explosive ammo now generates 3× (or 4× in case of SS weapons) more heat.**Construction:** Two Electronics checks, one Research (biology) check and two Medicine checks, each DC 25, are required to finish construction. If one fails, the process must start over. If three fail, half of the resources are destroyed and must be replenished before trying again.

Chapter 6
Combat

Despite a somewhat unified galaxy, war and combat are still a large reality of the Mass Effect universe. For some characters it is all they know. Races like the krogan even use combat has a means to determine the strongest and the leader: the one that performs best commands more respect, gains more honor.

Combat rules are some of the most important for this game and this chapter covers them extensively.

The Battle Grid

To help visualize events in the game, we recommend the use of miniature figures and a battle grid. A battle grid consists of a grid of 1-inch squares. Each of these squares represents a 5-foot square in the game world.

You can use the grid, along with miniature figures or some other form of markers or tokens, to show the marching order of your adventuring party or the relative location of the characters in any given situation.

As its name implies, however, the best use for a battle grid is when the adventurers are in a combat situation. Then the grid helps everyone play out the battle. See the following diagram for some specifics about the battle grid.

How Combat Works

Combat in Mass Effect d20 is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out aware and with normal Defense unless stated otherwise by the GM in which case the unaware opponent uses only his flat-footed Defense during the first round. This first round is then counted as a surprise round in which all aware act but can only make one action or some other specific action. If no one or everyone starts the battle aware, there is no surprise round.

2. Those aware roll initiative checks each and act accordingly, the first one to act being the one with highest initiative. Combatants who were unaware do not get to act nor roll initiative.

3. Combatants who have not yet rolled initiative do so. All players act according to their respective initiative (this may allow unaware combatants to act, in the first regular round of combat, before those that acted in the surprise round). All combatants are now ready to begin their first regular round of combat.

4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

The Combat Round

Each round represents 6 seconds in the game world; there are 10 rounds in a minute of combat. A round normally allows each character involved in a combat situation to act.

Each round's activity begins with the character with the highest initiative result, and then proceeds in order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions (for exceptions, see Attacks of Opportunity).

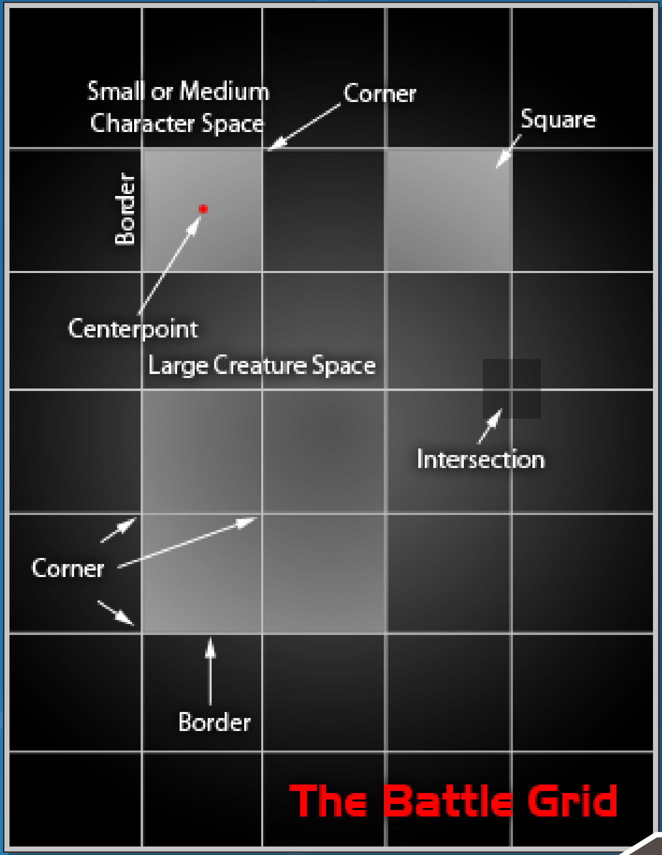
When the rules refer to a "full round", they usually mean a span of time from a particular initiative count in one round to the same initiative count in the next round. Effects that last a certain number of actions end just before the same initiative count they began on.

Initiative

Every round, each combatant gets to do something. The combatants' initiative checks, from highest to lowest, determine the order in which they act.

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. The GM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions).

Usually, the GM writes the names of the characters down in initiative order so that on subsequent rounds he can move quickly from one character to the next. If two or more



The Battle Grid

combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Opponents Initiative: Typically, the GM makes a single initiative checks for opponents. That way, each player gets a turn each round and the GM also gets one turn. At the GM's option, however, he can make separate initiative checks for different groups of opponents or even for individual creatures.

Inaction: Even if you can't take actions (for instance, if you become paralyzed or unconscious), you retain your initiative score for the duration of the encounter.

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. The GM determines who is aware of whom at the start of a battle. He may call for Listen checks, Spot checks, or other checks to see how aware the adventurers are of their opponents.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed until the start of regular rounds.

Combat Statistics

This section summarizes the statistics that determine success in combat, and then details how to use them.

Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll). If your result equals or beats the target's Defense, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss ("fumble") and uses special rules. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat – a possible critical hit (see the Critical Hits and Critical Failures chapter).

Attack Bonus

Your attack bonus with a melee weapon or unarmed attack is:

Base attack bonus + Strength modifier + size modifier + other modifiers

With a ranged or thrown weapon, or a ranged touch attack, your attack bonus is:

Base attack bonus + Dexterity modifier + size modifier + range penalty + other modifiers

Strength Modifier: Strength helps you swing a weapon harder and faster, so its modifier applies to melee attack rolls.

Dexterity Modifier: Dexterity measures coordination and steadiness, so your Dexterity modifier applies to attacks with ranged weapons and ranged touch attacks.

Other Modifiers: These bonuses are related to attack modifiers gained from other sources, such as feats, powers, weapon enhancements, class features, abilities, etc

Size Modifier: The smaller you are, the bigger other creatures are relative to you. A human is a big target to a volus, just as an elcor is a big target to a human. Since this same size modifier applies to Defense, two creatures of the same size strike each other normally, regardless of what size they actually are.

Size	Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

Range Penalty: The range penalty for a ranged weapon depends on the weapon and the distance to the target. All ranged weapons have a range increment. Any attack from a distance of less than one range increment is not penalized for range, so an shot from a M-8 Avenger (range increment 60 feet) can strike at enemies up to 59 feet away with no penalty. However, each full range increment causes a cumulative -3 penalty on the attack roll. A M-8 Avenger firing at a target 200 feet away takes a -9 penalty on his attack roll (because 200 feet is at least three range increments but not four).

Thrown weapons, such as grenades, have a maximum range of 5 range increments. A projectile weapon, such as an assault rifle, can shoot up to 20 range increments and snipers up to 30.

Shooting Into Melee: When you are targeting, with a ranged or thrown weapon, an enemy that is threatened by one of your allies, you take a -4 penalty on your attack roll because you have to be careful to avoid hitting your friend. Two characters are engaged in melee if they are enemies of each other and either threatens the other (an unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked).

If your target (or the part of your target you're aiming at, in case of a big target or one protected by cover) is at least 10 feet away from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

Weapon Recoil: This value depends on the weapon being used. It decreases the total attack result depending on the type of attack action being used. Some actions apply the recoil value, as a penalty, only once, while others may apply twice or even three times the recoil value as a penalty.

Some features may reduce the total recoil penalty applied to one or more attacks. These features do not reduce the weapon's base recoil unless otherwise stated, they merely reduce the total penalty caused by recoil, depending on the action used.

Changing Target: A character may choose to change targets at any point during their firing action. When they do the following rules applies:

- A -1 penalty to attack rolls each time a new target is chosen. This penalty is cumulative and lasts for the entire round.

- The RoF is reduced by 1 for each 10 ft distance between the current target and the last target.

Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage. Damage Reduction, however, can reduce damage dealt to a character to less than 1 but cannot make a character gain HP.

Damage Roll: Once a successful attack is made, the character must roll for damage. That roll is:

Thrown Weapons: 1 + Weapon damage bonus to unarmed strikes + Strength modifier + other modifiers

Melee Attacks: 1d3 (for Medium-sized creatures) + Weapon's damage bonus to melee attacks + Strength modifier + other modifiers. An unarmed attack is a melee attack made when not using weapons.

Ranged Attacks: Weapon's damage dice + other modifiers

Once the damage is rolled, add all modifiers and dice results to determine total damage. That is the amount of damage a character does with that successful attack.

Damage is dealt to the target's Shields. If the target does not have any Shields left, the damage is then done to the target's Plating. If the target has no Plating left, the damage is then done to the target's HP, but it is reduced by Damage Reduction.

Note: if your attack deals, say, 20 damage on a character with just 10 Shield HP, you do not divide the damage between Shield HP and the character's HP. This means that each attack targets a specific HP pool and cannot affect the others, no matter how much damage the attack deals. Unless, of course, otherwise stated.

Damage Reduction: This represents the amount of damage that is reduced from any source of damage (shots, powers, etc) hitting the character. Normal HP usually gains DR from armors. Shield HP and Plating HP usually gains DR from items. If the DR is negative, the character takes that value as extra damage.

Ability Damage: Certain effects can cause temporary ability damage (a reduction to an ability score).

Weapon Static Bonus to Damage: Some powers, equipment and even weapon variants provide a static bonus to damage (such as +1 to damage). However, the total bonus depends on the base damage of the weapon it applies to. Weapons with lower base damage receive less benefit from these static to damage and vice-versa. This only applies to generic bonus to damage granted to shots fired by the weapon and not specific damage, such as the one granted against Plating HP by the *Incendiary* Ammo power. If a weapon has more than one base damage (it can be charged, for example), use the lowest. Always round down the bonus, to a minimum of +0.

Base Weapon Damage	Modifier to Static Bonus
d5 or less	x0.5
d6, d8, 2d4 or d10	x1
d12, 2d5, 2d6, 3d4, 3d5, 2d8 or 2d10	x2
2d12, 3d6, 3d8, 4d6 or 3d10	x3
3d12 or 4d10	x4

Heavy weapons are not affected by this rule and any bonus they gain is not modified.

Defense

Your Defense represents how hard it is for opponents to land a damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your Defense is equal to the following:

10 + Dexterity modifier + size modifier + other modifiers

Dexterity Modifier: If your Dexterity is high, you are adept at dodging blows. If your Dexterity is low, you are inept at it. That's why you apply your Dexterity modifier to your Defense.

Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your Dexterity bonus to Defense. (If you don't have a Dexterity bonus, nothing happens). You lose your Dexterity bonus when, for example, an invisible opponent attacks you, you're balancing in a narrow edge, or you're caught flat-footed.

Size Modifier: The bigger a creature is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, a volus, for example, doesn't have a hard time hitting another volus. See size modifiers above.

Other Modifiers: Many other factors modify your Defense.

Combat Aptitude: A creature's combat ability is reflected in its BAB. The higher, the greater the creature's combat skill. Thus, all characters gain a bonus to Defense and Flat-Footed Defense equal to 1/3 of their BAB (rounded down, minimum of 0). Characters with full BAB (+20 at level 20th) increase this bonus by an additional +1 at level 20th.

Dodge Bonuses: Some other Defense bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. Dodge bonuses do not stack with each other.

Cover Bonuses: Probably the most important bonuses you will have for Defense, cover bonuses are gained by taking cover behind objects, walls, doors and perhaps even other creatures and characters. See Cover and Line of Effect for more details.

Movement Bonuses: Moving arond makes it harder to target you. See Movement Bonuses to Defense below.

Touch Attacks: Some attacks, especially biotic and tech powers, state the character must make a ranged touch attack. This is just like a normal attack against your Defense, but count as different attacks for purposes of feats and other features.

Flat-Footed Defense: This is used when a character is caught by surprise. For this type of Defense, Dexterity modifier is only considered if it is negative, otherwise it is not considered. This means flat-footed targets are also considered as having their Dexterity bonus to Defense denied.

Movement Bonuses to Defense: Moving around makes it difficult for others to target and hit the character. For each 15 feet a character moves in his round, he gains a +1 bonus to Defense against ranged attacks. These bonuses last until his next turn.

Hit Points

Your hit points tell you how much punishment you can take before dropping. Your hit points are based on your class and level and your Constitution modifier applies.

When your hit point total reaches 0, you're disabled. When it reaches –1, you're dying. When it gets to a negative number equal to your Constitution score, you're dead (see Injury and Death). Hit Points are only recovered through healing and rest.

Shields

Shields are provided by armor and other features. They grant an additional protection to any character. Shields work like a second pool of HP, and can be damaged like the normal Hit Points can. Unlike a character's HP, once the Shield HP reaches 0 they are considered to be removed. A character with its Shields and Plating (if any) removed is considered Unprotected.

Shields are the first pool of HP to be damaged with successful attacks.

Note: if your attack deals, say, 20 damage on a character with just 10 Shield HP, you do not divide the damage between Shield HP and the character's HP. This means that each attack targets a specific HP pool and cannot affect the others, no matter how much damage the attack deals.

Plating

Plating is the third, and most uncommon, protection a character can have. It indicates the character has specific natural or artificial protection against damage. Plating works like a third pool of HP, and can be damaged like the normal Hit Points can. Unlike a character's HP, once the Plating HP reaches 0 they are considered to be removed. A character with its Shields and Plating (if any) removed is considered Unprotected.

Plating is the second pool of HP to be damaged with successful attacks. Plating can only be recovered through rest.

Note: if your attack deals, say, 20 damage on a character with just 10 Shield HP, you do not divide the damage between Shield HP and the character's Plating HP. This means that each attack targets a specific HP pool and cannot affect the others, no matter how much damage the attack deals.

Damage that carries to other layers

Certain features may indicate the damage dealt carries to other layers of protection. This means any excess damage dealt to one layer will be dealt to the next. For example dealing 20 damage with a grenade power, to a character that has 10 Shield HP means the character loses his or her Shield HP and the remaining 10 points of damage are dealt to the character's Plating HP, if any, or normal HP.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural. See the Glossary for information on movement modes.

Saving Throws

As an adventurer, you have more to worry about than taking damage. You might also have to face long-range bombardments, venomous alien beasts, or the charms of an Ardat-Yakshi. Luckily, a tough adventurer can survive these too.

Generally, when you are subject to an unusual form of attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level and an ability score. Your saving throw modifier is:

Base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are Fortitude, Reflex, and Will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws. Fortitude saves can be made against attacks or effects such as poison, disease and radiation.

Reflex: These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws. Reflex saves can be made against attacks or effects such as pit traps or certain biotic powers.

Will: These saves reflect your resistance to mental influence. Apply your Wisdom modifier to your Will saving throws. Will saves can be made against certain powers.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 on a saving throw is always a failure. A natural 20 is always a success.

Critical Hits and Critical Failures

In every combat, those involved have the possibility of delivering powerful, and sometimes deadly, blows to their adversaries. They also have the possibility of failing an attack so badly that they end up doing something worst such as losing their weapons. This section summarizes the rules for those successes and failures.

Critical Hits

Every weapon provides the wielder a chance to deliver a powerful blow. This blow either hits a critical spot of a target's body or is simply done with such power that deals more damage to the target. To score a critical hit, the character must roll a specified number, given on the Weapons Table. Usually this number is a natural 20, but some weapons may allow for a critical hit by rolling a natural 19 or even less (see Weapons for more details). This is known as the Critical Threat Range.

Determining success of a Critical Hit

When the character obtains a number within his weapon's Critical Threat Range, he scores a Critical Hit if the total attack result beats the target's Defense by 8 or more. If the total attack result isn't enough to hit the target, the attack fails and if it beats by 7 or less than it is a normal hit. When you get a natural 20 result in the attack roll you always get a successful hit, however if the final attack result doesn't beat the target's Defense by 8 the attack is not a Critical Hit. If the attack is a Critical Hit, the damage is multiplied by the weapon's Critical Multiplier. See Multiplying damage. All damage is multiplied unless otherwise stated.

Certain features provide bonuses to help confirm the Critical Hit. Those bonuses are added to the attack bonus but only if the attack roll's result is within the Critical Threat Range.

Damage from a critical hit continues to be dealt to the next pool of HP.

If the weapon deals area damage, such as a shotgun, only the target of the attack suffers the critical hit. Other creatures in the area will take the damage not increased by the critical hit and are not considered as having suffered a critical hit (so the damage does not continue to the next pool of HP).

Instant Kill

When the character scores a Critical Hit, he may cause additional damage to the target if his final attack bonus (after all bonuses to confirm Critical Hits were added) exceeds the target's Defense by 15 or more, or if you scored a natural 20 in the attack roll. When this happens, he must make a Second Critical Roll, which is a 1d20 roll. If this roll results in a natural 19 or 20, he can make a third roll, called the "Instant Kill Roll". For both rolls no attack bonus is added. You can only gain Instant Kill rolls in Critical Hits if your critical hit damage affects the target's normal HP.

In this Instant Kill roll, a natural 20 means the target is killed instantly (either by decapitation or by having his heart or brain pierced), otherwise the character hits a specific part of the target's body in addition to a normal critical hit. The

Dice Result	Area Affected
1	Normal Critical
2-3	A random eye
4	A random ear
5	Main hand
6-7	Main arm
8	Off hand
9-10	Off arm
11-13	Torso
14-15	Right leg
16-17	Left leg
18-19	Face
20	Instant Death

result on your Instant Kill Roll determines such part, as indicated in the previous table (see the Losing Body Parts section in the Other Rules chapter to learn about the game effects caused by a critical hit on such area).

Critical Failure

When a character obtains a natural 1 in the attack roll he also scores a critical failure, also known as "fumbles". Such attack automatically fail, regardless of how high the attack bonus is. These fumbles also have additional consequences, besides failing to hit the target.

When a char rolls a natural 1 he automatic misses the attack but he must roll another d20 and subtracts his BAB (minimum of 1) to obtain the final result. Depending on the final result, one effect occurs, as shown on the table below.

Dice Result	Fumble Effect
1-6	*Ranged:* Attack failed with no additional effect *Melee:* Attack failed with no additional effect
7-9	*Ranged:* Attack targets a random square adjacent to the target, with the exceptions of those behind it *Melee:* Your footwork fails you and you only manage to hit another random character adjacent to you (other than the initial target). This can make you hit allies.
10-12	*Ranged:* Weapon jams for a short time and both this and the next shot are expended without effect *Melee:* You drop any melee weapon you have. In addition, your failed attack creates a big opening that an adjacent enemy can exploit. You provoke AoO from adjacent enemies.
13-15	*Ranged:* Thermal clip jams and is destroyed. The weapon must be reloaded. Remaining attacks cannot be performed *Melee:* Your footwork fails you so badly that you end up prone on the ground.
16-18	*Ranged:* Weapon is dropped in the character's square. Remaining attacks cannot be performed *Melee:* You twist your ankle and fall prone on the ground. In addition, you become slowed for 1d4 rounds and drop your melee weapon
19-20	*Ranged:* Weapon jams and a full-round action is required, along with a DC 10 Repair check, to make it work again. Remaining attacks cannot be performed *Melee:* You trip on yourself, falling prone on the ground and taking 1d6 points of damage. This provokes AoO from adjacent enemies

Attacks of Opportunity

The melee combat rules assume that combatants are actively avoiding attacks. Even if a character does not move on the battlefield, she is doing the best to avoid incoming blows by dodging. But sometimes a combatant lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack for free. These free attacks are called attacks of opportunity (AoO).

Threatened Squares: You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you.

Provoking an Attack of Opportunity: Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent.

Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Using class abilities and attacking with a ranged weapon are distracting actions.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Making an Attack of Opportunity: An attack of opportunity is a single melee attack and you can only make one per round. You don't have to make an attack of opportunity if you don't want to. Also, attacks of opportunity are fast attacks so no combat maneuver (such as trip or sunder), special abilities (such as tech and biotic powers), special items (such as grenades) and other abilities can be used unless they specifically say, in their description, that they can be used in Attacks of Opportunity.

An attack of opportunity "interrupts" the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character's turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character's turn).

Firing while threatened in melee: If you try to fire a projectile weapon or a heavy weapon while being threatened in melee, each of your attack actions provokes AoO. However, if you are dealt damage to Shields, Plating or HP, your attack action that provoked that AoO is disrupted and you automatically lose it. The Close Combat Shooting allows you to make attack actions even though you take damage from AoO.

Free Actions and AoO: No Free Action provokes AoO unless otherwise stated.

Normal Action	AoO[1]	Normal Action	AoO[1]
Attack action (melee)	No	Use class ability or feat	Varies
Attack action (ranged)	Yes	Stand up from prone	Yes
Attack action (thrown)	Yes	Move[1]	Yes
Use Tech or Biotic Power	Yes	Reload a thermal clip	Yes
Use First Aid	Yes	Reload a heavy weapon	Yes
Combat Maneuvers	Varies	Enter a vehicle	Yes
Ready (triggers one action)	No	Pick up an item	Yes
Dismiss a Tech or Biotic Power	No	Holster a weapon and/or draw another[3]	Yes
Draw a Hidden weapon (see Sleight of Hand)	No	Open or close a door	No
Use a computer	Yes	Move a heavy object	Yes
Escape a grapple	No	Sheathe a weapon	Yes
Feint	No	Aid Another	Maybe[2]
Turn on a flashlight	Yes	Drop prone	No

Full-Round Action	AoO[1]	Full-Round Action	AoO[1]
Run	Yes	Use skill that takes 1 round or more	Usually
Charge[4]	No	Deliver a coup de grace	Yes
Extinguish flames	No	Use class ability or feat	Varies

No Action	AoO[1]	No Action	AoO[1]
Delay	No	5-foot step	No

1. Regardless of the action, if you move out a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
3. If you have a base attack bonus of +1 or higher, you can combine one of these actions with an action where move 5 feet or more. If you have the Two-Weapon Wielding feat, you can draw two weapons you can use with that feat in the time it would normally take you to draw one.
4. May be taken as a normal action if you are limited to taking only a single action in a round.

Actions in Combat

The fundamental actions of moving, attacking, and using powers or abilities cover most of what you do in a battle. They are described here. Other, more specialized options are covered later in Combat Maneuvers and Special Initiative Actions.

The Combat Round

Each round represents 6 seconds in the game world. In the game, a round presents a chance for each character involved in a combat situation to take an action. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the sequence, that character performs his entire round's worth of actions. (For exceptions, see Attacks of Opportunity and Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month." A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

Types of Actions

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are three types of actions: normal actions, full-round actions and free actions.

In a normal round, you can perform two normal actions, or you can perform one full-round action. You can also perform as many free actions (see below) as your GM allows. In some situations (such as in a surprise round), you may be limited to taking only one normal action.

Normal Action: A normal action allows you to do something. The most common type of normal action is using a power, class ability, attacking or moving. One normal action allows you to move up to your speed.

If you move no actual distance in a round, you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your normal actions during a round, even if you have more than 2. The only movement you can take during a full round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below) as your GM allows.

Free Action: Free actions consume a very small amount of time and effort and over the span of the round, their impact is so minor that they are considered free. You can perform one or more free actions while taking another action normally. However, the GM puts reasonable limits on what you can really do for free.

Not an Action: Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

Restricted Activity: In some situations (such as during a surprise round), you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single normal action (plus free actions as normal).

Attack Actions

In order to attack a target, the character must spend actions. The number of actions he needs to spend depends on the type of attack action used.

One-Shot

Characters can decide to use an action to make 1 single shot. Doing so consumes that action and the shot is made with no recoil penalty.

Burst weapons cannot perform One-Shot actions.

Double-Tap

If a character decides to use an action to perform 1 or more shots, after having used a One-Shot action in the same round, the new attack action takes normal recoil penalty for all shots.

Because Burst weapons cannot be used to perform One-Shots, they cannot be used to perform Double-Tap actions.

Auto-Fire

Auto-Fire is when a character chooses to use his attack action to make more than 1 shot. For that attack action, all attacks are made with normal recoil penalty. If, in the same round, another attack action is using Auto-Fire, that attack action will be made with double recoil penalty, even if it is just a One-Shot action.

Single-Shot type weapons cannot be used to perform Auto-Fire actions.

Because Burst weapons cannot perform One-Shot actions, they always perform an Auto-Fire action.

Full-Auto Fire

A character wielding an Automatic weapon can choose, at the beginning of his round, to perform a Full-Auto Fire action. This action allows the character to perform a total of three attack actions, despite the 2 action limit of a round. The first attack is at the normal recoil penalty, the second is double the recoil penalty, and the third is at three times the recoil penalty.

Full-Auto Fire requires a full-round action, so it cannot be started at the second action of the character's round.

Only Automatic weapons allow a character to perform a Full-Auto Fire.

Melee Attacks

With a melee attack, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you). Because melee attacks do not use the usual attack actions previously presented, a character can make one melee attack by spending 1 action.

Heavy Melee Attacks

With a heavy melee attack, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you). Unlike melee attacks, heavy melee attacks require 2 actions to be performed.

With a Heavy Melee Attack the character's melee attack deals double melee weapon's damage. If the target has no Shields HP, Plating HP or wears no armor, he must make a Fortitude save DC 15 + Str mod added to damage of this Heavy Melee attack or loses his next action.

Certain weapons may alter the effect of a Heavy Melee Attack:

- Bludgeoning weapons, such as hammers, clubs, staves, etc, but excluding unarmed strike, also pushes the target 5 ft back.

- Blade weapons, such as swords, omni-blade, knives, etc deal Bleeding 1 to targets with no Shield HP or no armor.

- Flail weapons, such as the phoenix-lash do not gain the benefit of double weapon damage and double Str mod to damage but instead make one melee attack to all adjacent enemies.

Powers, Skills, Abilities, Items, etc.

Powers, skills, abilities, items and other features may require the characters to spend actions in order to use them.

Special Attack Related Actions

Any character can also perform one of the following special actions that provide bonuses and penalties when attacking:

Clarification on features that have a delay of 1 action

Certain features, like the shots from the Scorpion and Grenades, have a delay of 1 action before occurring or exploding. In these cases, the effects do occur after the delay of 1 action. However, in these cases you can have a situation where a player character uses his 1st action to throw a grenade which would then explode at the end of the character's round (the delay would be the 2nd action), meaning enemies would not have the chance of escaping or avoiding the effects. In this eventuality, a special rule must be taken into consideration (since while combat is divided into rounds, they are actually acting simultaneously):

In the situation described, each creature that would be affected can immediately make a single normal action (usually used to move out of the way of the explosion). Those that do such will lose the first action of their next turn.

This applies only to the eventuality described above. If, for example, the player character throws a grenade at the end of his 2nd action this rule doesn't apply, since the grenade will only explode in the player character's next round, until which every creature to be affected that can act will do so on their turns.

Cover

In order to learn more about other benefits of cover, please see the Cover and Line of Effect section. Cover, however, also provides other benefits to attack. When a character is firing from cover they are assumed to be using the obstacle to better stabilize their ranged weapon. All characters in cover reduce their total recoil penalty by 1 for attacks made using the cover element to stabilize the attack.

The GM may impose other penalties or restrictions on attacks depending on the details of the cover.

Aiming

You look down the weapon's sights, paying attention to who cross it. This makes your shots more precise, but slows you down as you take your time to align the enemy with your crosshairs and as you fire slowly to ensure each shot hits.

- The weapon's Critical Threat Range is increased by 1 (Example: A critical of 20/x2 would be changed to 19-20/x2). For sniper rifles, the Critical Threat Range is increased by 2 instead.

- Focusing the field of vision in the weapon's sights provides a +5 bonus to Spot check in a 60-ft cone. However, Spot checks to spot something outside that cone receive a -5 penalty instead.

- A character can move while using this Special Action, but their speed is reduced by half (rounded down to the nearest multiple of 5).

- *Aiming* requires 1 action of all ranged weapons, except Sniper Rifles that requires 2 actions. Ending it requires only a free action.

- While using this action the character can activate/change/end ammo powers or use the *Marksman, Overkill, Bullet Rain* or *Assassination* powers or reload.

Camping

When using the *Aiming* action, you may use the *Camping* special action by spending a 1 action. Doing so allows you to gain one reroll on the attack roll made after the *Camping* actions are spent, choosing the best result. A visible target or targeted square must be selected when taking the *Camping* action, if you lose sight of either you lose the bonus gained form this special action. You can spend more than one action *Camping*. For each additional action, spent *Camping* without firing and without breaking the *Aiming* action, you increase the number of rerolls by 1 additional reroll, to a maximum of your Wis modifier x2 (and up to a maximum of 6 rerolls). If the target is aware of you, the bonus is halved.

When the shot is fired the target or targeted square must be in the weapon's range (without using range increments). Sniper rifles or weapons with scope attachments are an exception to this rule and they can use the *Camping* action even while using range increments.

This attack must be made in the following available action after the *Camping* actions are spent.

Covering Fire

You shoot multiple times in a wide angle, trying to force your enemies into cover. If effective your team can move about in relative safety.

A character fires in a cone area of up to the range increment score of his weapon (meaning that if the weapon's range increment is, say 30 ft, the character will cover a 30ft cone). Characters that use an Auto-Fire or Full-Auto Fire action must make the maximum number of attacks, even if there are no targets within the affected area (spending the equivalent ammo).

Enemy creatures within the area, or that move inside the area, can be attacked by this action. However, the character is limited in how many times he can hit a specific target (because the character is spraying bullets to the area, he isn't really targeting enemies). He can only hit an enemy once for each attack action made. So, for example, if the character decides to make a Full-Auto Fire with a *Covering Fire* special action, he can hit a specific target once during the attack action that has only 1x recoil penalty, once during the attack action that has 2x recoil penalty and once during the attack action that has 3x recoil penalty. Resolve attacks separately for affected targets.

After the first attack action, enemies within the affected area can make a Reflex save DC 15 to take cover behind something within 1/2 their movement speed, or reduce their profile. If Total Cover is possible it is taken (thus losing line of sight and avoiding being targeted) but otherwise the closest cover is taken. If no cover is within range the character may choose between going prone or crouching. Enemies that move inside the affected area afterwards are not granted this special save, unless doing so unaware. Those that fail the Reflex save cannot react.

Note: Characters that react do so after the first attack action without knowing if there will be a second or third attack action.

This *Covering Fire* requires 2 actions.

All penalties apply normally, with the exception of penalties for changing targets. In addition, this special action carries the following penalties and benefits:

- Rate of Fire is increased by 1.
- Total recoil penalty is increased by 1.
- Can only be used by Semi-Auto or Automatic weapons.

When using *Covering Fire*, the character does not suffer the penalties from Changing Targets.

Blind-Fire

A character in Massive Cover (see Cover and Line of Effect) can use this special action to attacks targets and squares against which he has Massive Cover. This special action is used in combination with any other attack action (such as Full-Auto Fire) or special attack action (such as *Covering Fire*).

Because the character is unable to effectively see to where he is shooting, all shots have a 50% miss change.

The character can opt to make a Spot check and see where each enemy is and their general movement direction (this requires one action unless the character has the Quick Reconnoiter feat which reduces this to 1 free action). Doing so allows him to target creatures normally. If the character does not see where each enemy is, he will truly fire blindly and 1/2 of his total shots will target empty squares. The remaining half targets enemies normally, but the attacks still carry the 50% miss chance.

When using an action along with *Blind-Fire*, the character cannot gain benefits to attack from cover or *Aiming* but neither does he gain the penalties from Changing Targets.

This action is mostly useful for situations where a character wants to shoot and maybe suppress the enemy while remaining safely behind cover where enemies cannot attack him.

Charge

This special action allows a character to move up to twice his speed, in a straight line (no turns are allowed) and perform one melee attack against a target. Thus, to make a *Charge*, the character always needs to designate a target. He must also be able to reach the target with the *Charge*. Difficult Terrain or Obstacles make it impossible to use this special action. A charging character gains a +2 bonus to melee attack rolls and a -2 Defense penalty because charging makes a character move in the exact same way with little regards to Defense.

A *Charge* requires a full-round action to use. However, in the surprise round, a character can still make a *Charge*, using the surprise round's single action, but only to move up his speed.

Bonuses to Defense from movement also apply.

You must move before your attack, otherwise you cannot perform a *Charge*. You must also have a clear path toward the opponent and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't *Charge*). Second, if any line from your starting space to the ending space passes through a square that blocks movement (such as a wall), slows movement (such as difficult terrain), or contains a creature (even an ally), you can't *Charge*. (Helpless creatures don't stop a *Charge*).

If you don't have line of sight to the opponent at the start of your turn, you can't *Charge* that opponent.

You can't take any 5-ft step during a round you made or are about to make a *Charge*.

Two-Weapon Combat

Wielding two weapons can provide the character with far greater firepower. However, it also makes it much more difficult to hit the targets. Using two weapons, that is the Two-Weapon combat style, carries the following restrictions and benefits:

- Characters can wield 2 pistols and/or submachine guns but take extra -8 penalty to attack rolls with those weapons.
- You can attack with both weapons, and use any attack action they allow, at the same time. Meaning that if you use one weapon to make a Full-Auto Fire (thus consuming your entire round), you can use the other to make any type of attack action that consumes 1 action, 2 actions or a full-round action. Make separate attack actions for each weapon. When you decide to attack with a weapon, you must also decide if you are going to use the other weapon to attack or not.
- Increase each weapon's reload time by 1 action. Thus if you choose to reload just one weapon it takes 2 actions. But if you try to reload both weapons it takes 3 actions (because each of the two weapons would normally take 1 action to reload, plus one extra action from Two-Weapon combat).
- A character cannot use the *Aiming* action when wielding two weapons (regardless of whether he fires with both weapons or not).
- Using two weapons increases the Strength requirement of each weapon by +3.
- A character can use two melee weapons but makes only one attack roll, adding the damage of both to the melee attack. However, it applies a penalty of -2 to attack if both weapons are light melee weapons, or a penalty of -4 to attack if one of the weapons is a heavy melee weapon. The Two-Weapon Wielding feats reduce this penalty as well.

Note: The extra attack action gained is only for the other weapon, you can not use it to use powers, abilities or items. So, for example, if you decide to make a Full-Auto Fire action with one of your weapons, you gain two attack actions with your other weapon, or a full-round type attack action (like the Full-Auto Fire) and it is up to you to choose to spend them. But if, for example, you use one action of your round to activate a power and use the second one to make a One-Shot attack action, you gain only one extra attack action with the other weapon.

- A character can use two melee weapons but makes only one attack roll, adding the damage of both to the melee attack.

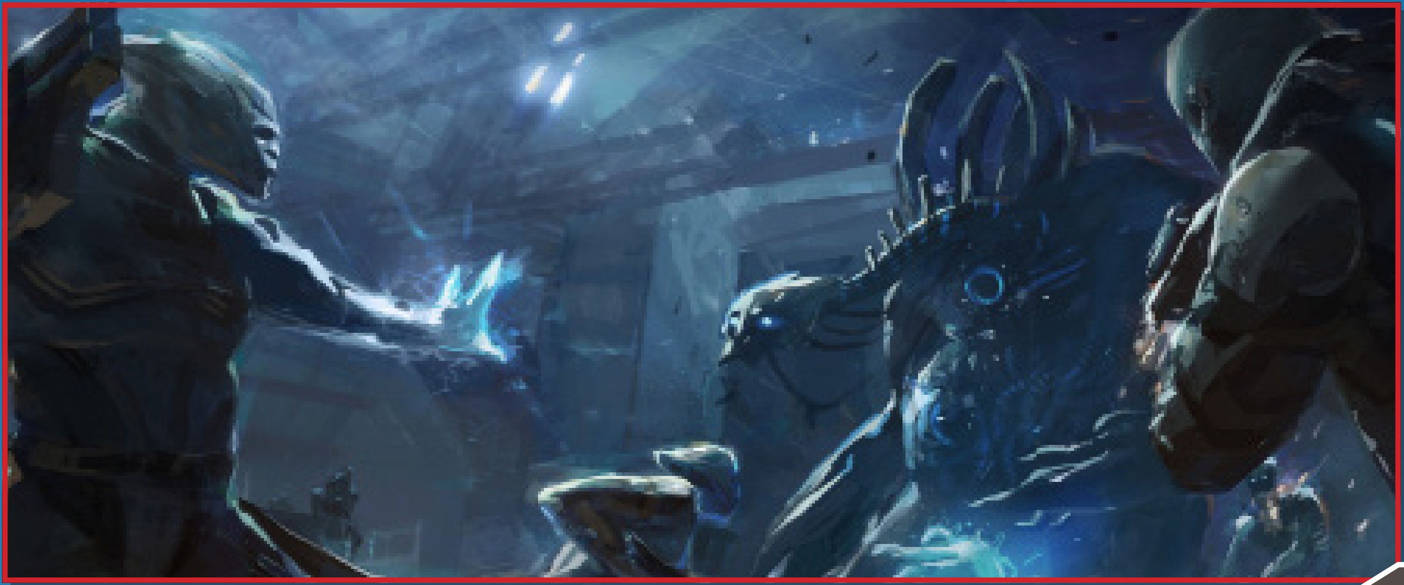
Draw or Holster a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires one action. This action also applies to weapon-like objects carried in easy reach, such as small blades. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

Drawing Thermal Clips for use with a ranged weapon requires no action at all.

Drop an Item

Dropping an item in your space or into an adjacent square



requires no action at all.

Speak

In general, speaking requires 1 free action. Some GMs may rule that a character may be able speak on another creature's turn, or that a character can't speak while flat-footed (and thus can't warn allies of a surprise threat until he has a chance to act). Speaking more than few sentences is generally beyond the limit of a free action; to communicate more information than that, your GM may require that you take a 1 action or even a full-round action.

Movement, Position and Distance

Few characters in a fight stand around motionless. Enemies appear and charge the party. Movement is an important element for gaining the upper hand on the battlefield and very important to help dodge bullets and other attacks. There are several movement related actions a character can make.

Normal Move

You can spend 1 action to move up to your speed. If you take this kind of move, you cannot perform 5-foot Steps in that round.

Crouch

It takes 1 free action to crouch. While crouch your height is reduced to 2/3 and your Speed is reduced to 1/2 (speed is rounded down to the nearest multiple of 5). A character cannot perform this action if during its turn it has already previously made a Stand Up action.

Firing while crouched increases accuracy, reducing total recoil penalty by 1. Being crouched provides a +2 bonus to Defense against ranged attacks, a -2 penalty to Defense against melee attacks, and a -2 penalty to make melee attacks from crouched (doesn't stack with cover)

Prone

It takes 1 action to get to the ground. While prone, your height is reduced to 1/4 (rounded down) and your speed reduced to 5 feet. Firing while prone reduces their weapon's total recoil penalty by 2; however this bonus does not stack with any cover recoil bonuses. A character cannot perform this action if during its turn it has already previously made a Stand Up action.

Being prone provides a +4 bonus to Defense against ranged attacks, a -4 penalty to Defense against melee attacks, and a -4 penalty to make melee attacks from prone. When a character is prone, he only gains the +4 bonus to Defense against ranged attacks only if the enemy firing is at a distance of more than 10 ft. If he is not, he gains no penalty if he is at 10 ft distance or +4 if he is adjacent to the character.

Slide

When moving, you can end your movement with a slide, which also requires 1 free action to perform. This option allows you to slide an additional 5 ft after your movement for every 30 ft moved (minimum 5 ft, maximum of 15 ft, amount is doubled if the surface is slippery and is halved if surface is difficult terrain) and the end of which you end up prone (or crouched if you have 5 ranks in Balance). You can choose to slide a less amount of feet but must slide at least 5 ft (or 10 if surface is slippery).

If during this slide movement you move through a space occupied by another creature, you get a free Trip attempt against it and your slide distance is reduced by the number of squares the creature occupies.

You cannot end a slide in a square occupied by another creature. If that happens, you end up in the square immediately before entering the creature's occupied space.

Dive

Dive allows you to throw yourself head-first to cover additional ground. Like slide, it can be used at the end of any movement, or it can be used with 1 free action (it can be performed during an opponent's turn but only if the character was forced to make a Reflex save and didn't roll a natural 1 on it. This doesn't allow you to negate the effect but it does allow you to gain bonuses on the save from diving into cover, for example). When making a Diving, you make a Jump check and dives the amount indicated by the check, to a maximum of 10 ft (increase this distance by 5 ft for each size larger than Medium, and decrease by 5 ft for each size smaller). If you fail to cover any distance, you remain in place prone. At the end of this movement you are prone.

Stand Up

Standing up from prone or crouch requires 1 action. Standing up from crouch can be done with 1 free action if it is made along with normal movement.

Stand Against a Wall

Characters in squares with walls on one or more sides can perform a Stand Against a Wall with a free action. Using this action reduces the character's occupied area by 1/2. While using this special action, the character's speed is reduced to 1/2 (rounded down to the nearest multiple of 5).

Run

This action allows a character to move up to 4x his speed, in a straight-line and without making any turns, or 3× his speed if he is in Heavy Load. This special action requires a full-round action to use. The Run feat increases the running speed to 5× character's speed or 4× while in Heavy Load.

5-foot Step

Characters can, in their turn, make this special movement action. With it characters are able to move 5 feet without provoking Attacks of Opportunity. Making 5-foot Steps doesn't use any kind action but once done the character cannot use actions to move. He also cannot use 5-foot Step if he has used actions to move in his turn.

This special movement action cannot be used to enter or move inside difficult terrain.

Diagonal Movement

When measuring distance, the first diagonal counts as 5 ft (1 square), the second counts as 10 ft (2 squares), the third counts as 5 ft, the fourth as 10 ft, and so on. You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

Difficult Terrain

Difficult terrain, such as rubble, an uneven cave floor, thick undergrowth, swamp terrain and the like, hampers movement. Each square of difficult terrain counts as 10 feet (2 squares) of movement. (Each diagonal move into a difficult terrain square counts as 15 feet (3 squares), despite the number of diagonals made, which is an exception to the normal Diagonal Movement rules). You can't run or *Charge* across difficult terrain.

If a character occupies squares with different kinds of terrain, he can move only as fast as the most difficult terrain he occupies will allow. (This is often significant for creatures whose space fills more than one square, such as a Geth Prime).

Obstacles

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, such as a low wall or a deadfall of branches, each obstructed square or obstacle between squares counts as 2 squares of movement. A character must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If he doesn't have sufficient movement to cross the barrier and move into the square on the other side, he can't cross the barrier. Some obstacles may also require a skill check to cross (such as Climb of Jump).

On the other hand, some obstacles, such as floor-to-ceiling walls, block movement entirely. A character can't move through a blocking obstacle.

Squeezing

In some cases, a character may have to squeeze into or through an area that isn't as wide as his occupied area. He can squeeze through or into a space that is at least half as wide as his normal occupied area. For instance, a human (whose occupied area is 5 feet, or 1 squares) can squeeze through or into a space at least 2,5 feet (1/2 square) wide. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space the character takes a –4 penalty on attack rolls and a –4 penalty to Defense.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through areas less than 1/2 occupied area, the character must succeed on a DC 10 Dexterity check, made each action. Besides the normal penalties for squeezing, a character squeezing in this situation cannot attack and has its Dexterity bonus to Defense denied. A character cannot squeeze through areas with a space less than 1/4 the character's occupied area.

Opponent

You can't move through a square occupied by an opponent, unless the opponent is helpless (dead, unconscious, paralyzed, bound, or the like). You can move through a square occupied by a helpless opponent without penalty. (The GM may rule that some creatures, such as an enormous dragon, present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

Ending Your Movement

You can't end your movement in the square of another creature unless it is helpless.

Very Small Creature

A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes AoO doing so.

Special Movement Rules

These rules cover special movement situations.

Accidentally Ending Movement in an Illegal Space: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. For example, you might incur an attack of opportunity from a monk while moving through a friend's square and become stunned. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

Double Movement Cost: When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

Minimum Movement: Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited, such as while paralyzed). Such movement provokes AoO since it is not a 5-foot step.

Big And Little Creatures In Combat

Creatures smaller than Small or larger than Medium have special rules relating to position.

Tiny, Diminutive, and Fine Creatures: Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. For example, a Tiny creature (such as a cat) typically occupies a space only 2,5 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee.

This provokes an AoO from the opponent. You can attack into your own square if you need to, so you can attack such creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can't flank an enemy.

Large, Huge, Gargantuan, and Colossal Creatures: Very large creatures take up more than 1 square. For instance, elcor (Large) takes a space of a 10 ft-side square (a total of 4 squares).

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren't in adjacent squares. For instance, an elcor can attack targets up to 10 feet (2 squares) away from it in any direction, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet).

A creature with greater than normal natural reach (more than 5 feet) still threatens squares adjacent to it.

Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking. Only a creature or character that threatens the defender can flank so creatures with a reach of 0 feet can't do it.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, a character isn't hindered in any way until your hit points drop to 0 or lower.

Loss Of Hit Points

The most common way for your character to get hurt is to take lethal damage and lose hit points (HP), whether from shot of a weapon, a grenade explosion, or a fall into molten lava. You record your character's HP total on your character sheet. As your character takes damage, you subtract that damage from your hit points, leaving you with your current hit points. Current hit points go down when you take damage and go back up when you recover.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Damaging Helpless Defenders: Even if you have lots of hit points, a dagger through the eye is a dagger through the eye. When a character is helpless, meaning that he can't avoid damage or deflect blows somehow, he's in trouble (see Helpless Defenders).

Effects of Hit Point Damage: Damage gives you scars, bangs up your armor, and gets blood on your clothes, but it doesn't slow you down until your current HP reach 0 or lower. At 0 hit points, you're disabled. If your current HP are negative, but not equal to or greater than your Constitution Score, you are unconscious and dying. When your negative HP total is equal to your Constitution score, you're dead.

Disabled (0 Hit Points)

When your current HP drop to exactly 0, you're disabled. You're not unconscious, but you're close to it. You can only take one action each turn (but not both, nor can you take full-round actions).

Healing that raises your HP above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer HP.

You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

Dying (Negative Hit Points)

If your current HP are negative, but not equal to or greater than your Constitution Score, you are unconscious and dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 HP every round. This continues until the character dies or becomes stable (see below).

Dead

When your character's current HP drop to a negative amount equal to your Constitution score or lower, he's dead and all but a quick reanimation intervention with the proper equipment, or a massive cybernetic reconstruction that can cost billions of credits, can hope of bringing the character back. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0.

Stable Characters And Recovery

On the next turn after a character is reduced to the dying condition, and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn't, he loses 1 HP. (A character that's unconscious or dying can't use any special action that changes his initiative count). If the character's HP drop too much, he's dead (see Dead above).

If any sort of healing cures the dying character of at least 1 point of damage, he stops losing hit points and becomes stable. Healing that raises the dying character's hit points to 0 makes him unconscious and disabled. Healing that raises his HP to 1 or more makes him fully functional again but still unconscious, just as if he'd never been reduced to 0 or lower.

Recovering with Help: One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming conscious. If he remains unconscious, he gets a new roll every hour with a 5% chance increase per previous roll. Even if unconscious, he recovers HP naturally, automatically regaining conscience if his HP reaches their maximum.

Recovering without Help: A severely wounded character left alone usually dies since there is only a small change of recovering on his own.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 HP. He also does not recover HP through natural healing. Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering HP naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering HP naturally, he is no longer in danger of naturally losing more (even if his current hit point total is negative).

Healing

After taking damage, you can recover hit points through natural healing or through special healing. In any case, you can't regain hit points past your full normal HP total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 HP per HD. You also recover a number of Plating HP equal to your Constitution modifier or your HD (which ever is lower, but with a minimum of 1 Plating HP). Any significant interruption (such as combat or the like) during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice the amount indicated above.

Special Healing: Various abilities, such as the First-Aid skill, can restore HP. Regeneration also falls into this type of healing.

Healing Limits: You can never recover more HP and Plating HP than you lost. Special healing won't raise your current HP higher than your full normal hit point total.

Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

Temporary Hit Points

Certain effects give a character temporary HP. When a character gains temporary HP, he effectively gains new hit points that are added to his current hit points, even the total hit points a character has when uninjured. When the effect that granted such temporary hit points ends, the character's HP drop to his current HP.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by special healing.

Multiple gains of Temporary HP stack.

Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored by natural or special healing.

Nonlethal Damage

Sometimes you get roughed up or weakened, such as by getting beat in a fistfight or tired out by a forced march. This sort of trauma won't kill you, but it can knock you out or make you faint.

If you take sufficient nonlethal damage, you fall unconscious, but you don't die. Nonlethal damage goes away much faster than lethal damage does.

Dealing Nonlethal Damage: Certain attacks may deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current HP, you're disabled, and when it exceeds your current HP, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your HP because the nonlethal damage has gone up or because your current HP have gone down.

Nonlethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon, thrown weapon, or melee attacks, that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll because you have to use the flat of the blade, strike at non-vital areas, or check your swing. You cannot do this with ranged weapons.

Disabled and Unconscious: When your nonlethal damage equals your current HP, you're disabled. You're so roughed up that you can only take one action each round. You cease being staggered when your current HP once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current HP, you fall unconscious. While unconscious, you are helpless (see Helpless Defenders).

Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 point per hour per character level.

When you are cured HP damage, you are also cured an equal amount of nonlethal damage.

Nonlethal Damage vs Shields and Plating: Shields and Plating do not discern whether or not an attack will be lethal or non-lethal, they will attempt to mitigate it regardless. As such, against those layers of HP, non-lethal damage deals normal damage.

Combat Modifiers

This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

Favorable and unfavorable conditions

Depending on the situation, you may gain bonuses or take penalties on your attack roll. Your GM judges what bonuses and penalties apply, using the next tables as guides.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a –4 penalty to Defense against melee attacks, but no penalty against ranged attacks. A helpless defender's Dexterity score is treated as if it were 0 and his Dexterity modifier to Defense as if it was –5 (and a character can use sneak attack on him).

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a firearm, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A character with the Sneak Attack feat also gets the extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delivering a coup de grace provokes AoO from threatening opponents because it involves focused concentration and methodical action on the part of the attacker.

You can't deliver a coup de grace against a creature that is immune to critical hits. You can deliver a coup de grace against a creature with total concealment, but doing this requires two consecutive full-round actions (one to "find" the creature, once you've determined what square it's in, and one to deliver the coup de grace).

Attack Roll Modifiers

Attacker is…	Melee	Ranged
Disabled	-2	-2
Dazzled	-1	-1
Entangled	-2[1]	-2[1]
Invisible	+2[2]	+2[2]
On Higher Ground[4]	+1	+0
Prone[3]	-4	--
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4
Flanking the target	+2	+0

1. An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.
2. The defender loses any Dexterity bonus to Defense. This bonus doesn't apply if the target is blinded.
3. See Movement, Position and Distance
4. The GM may decide to use different bonuses and penalties depending on how high the attacking creature is.

Defense Modifiers

Defender is…	Vs Melee	Vs Ranged
Being flanked	-2	+0
Blinded	-2[1]	-2[1]
Concealed or invisible	See Concealment	
Cover[5]	See Cover	
Cowering	-2[1]	-2[1]
Entangled	+0[2]	+0[2]
Flat-footed (such as surprised, balancing, climbing)	+0[1]	+0[1]
Grappling (but attacker is not)	+0[1]	+0[1, 3]
Helpless (such as paralyzed, sleeping or bound)	-4[4]	+0[4]
Kneeling or sitting	-2	+2
Pinned	-4[4]	+0[4]
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2[1]	-2[1]

1. The defender loses any dexterity bonus to Defense.
2. An entangled character takes a -4 penalty to Dexterity.
3. Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.
4. Treat the defender's Dexterity as 0 (-5 modifier).
5. See Cover.

Cover and Line of Effect

One of the best defenses available is cover. By taking cover behind a wall, the side of a shuttle, or the large rocks, you can protect yourself from attacks, especially ranged attacks, and also from being spotted.

With this system, cover is determined mostly through common sense. The GM describes the situation of the battlefield as best as he can, the location of objects and walls that provide cover, and during the game players and GM rely on their common sense to determine what cover a character would have depending on his position and the enemy's position in the battlefield.

This system allows for a faster game, but the lack of written rules that try to include all possible scenarios eventually leads to situations where the player's common sense and the GM's common sense might clash. Should that happen, try the best to discuss and come to an understanding that works for both.

Line Of Effect

In order to be able to attack, or use a power/item against an enemy, you must be able to draw an unblocked line between you and the target. That line is drawn from the center of your occupied space (the height of the line's point of origin is chosen by you and cannot be higher than your current height) to the center of the target's occupied area.

If there is nothing preventing you from completely affecting that target (such as a high wall separating both), you can attack or use a power/item against him.

Depending on how protected is the character's profile, he gains a bonus on Defense and Reflex saves against you (see table below).

Cover

Cover is assessed in subjective measurements of how much protection it offers. The GM determines the value of cover. This measure is not a strict mathematical calculation, because a character gains more value from covering the parts of his or her body that are more likely to be struck. If the bottom half of a character's body is covered, that only gives one-quarter cover, because most vital areas are still fully exposed. If one side or the other of a character's body is covered, the character gets one-half cover.

Cover Defense Bonus

Cover gives the Defense bonuses, presented in the table above, for different degrees of cover. Add the relevant number to the character's Defense. This cover bonus stacks with other bonuses to Defense.

Cover Reflex Save Bonus

Cover gives the Reflex save bonuses, presented in the table above, for different degrees of cover. Add this bonus to Reflex saves against attacks that affect an area. This bonus only applies to attacks that originate or burst out from a point on the other side of the cover

Degree of Cover	Bonus to Defense	Bonus to Reflex saves
One-quarter (standing behind a 3-ft. high wall)	+2	+1
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+4	+2
Three-quarters (peering around a corner or a big tree or wall)	+7	+3
Massive Cover: Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+10	+4
Total (on the other side of a solid wall)	–	–

Striking the Cover Instead of a Missed Target

If it ever becomes important to know whether the cover was actually struck by an incoming attack that misses the intended target, the GM should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to strike the target if there had been no cover, the object used for cover was struck. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and if the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target.

Concealment

Besides cover, another way to avoid attacks is to make it hard for opponents to know where you are. Concealment encompasses all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy. Concealment gives the subject of a successful attack a chance that the attacker missed because of the concealment.

Typically, concealment is provided by fog, smoke, a shadowy area, darkness, tall grass, foliage, or visual effects that make it difficult to pinpoint a target's location. When one such conditions is present, and interferes with your Line of Effect, then the target has concealment. Usually the concealment bonus is indicated by the effect providing it. If not, it is up to the GM to determine its bonus.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. (To expedite play, make both rolls at the same time). Multiple concealment conditions do not stack.

Concealment and Hide Checks: You can use concealment to make a Hide check. Without concealment, you usually need cover to make a Hide check.

Total Concealment: If you have line of effect to a target but not line of sight (for instance, if he is in total darkness or invisible, or if you're blinded, or if there is a fog too thick to see through), he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment). You can't execute an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

Ignoring Concealment: Concealment isn't always effective. For instance, a shadowy area or darkness doesn't provide any concealment against an opponent with nighvision. Although forms of invisibility, like the *Tactical Cloak* power, provides total concealment, sighted opponents may still make Spot checks to notice the location of an invisible character.

Varying Degrees of Concealment: As with cover, it's usually not worth differentiating between more degrees of concealment than described above. However, the GM may rule that certain situations provide more or less than typical concealment, and modify the miss chance accordingly. For instance, a light fog might only provide a 10% miss chance, while near-total darkness could provide a 40% miss chance (and a +10 circumstance bonus on Hide checks).

Combat Maneuvers

This section covers grappling, throwing splash weapons (such as grenades or chemicals), attacking objects (such as trying to force open a cargo crate), and an assortment of other special attacks.

Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend with 1 action. You make an attack roll against Defense of 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to Defense against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

Combat Maneuvers	Brief Description
Aid Another	Grant ally +2 bonus on many checks
Bull Rush	Push an opponent back 5 feet or more
Charge	Move up to 2× your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Grapple	Wrestle with an opponent
Overrun	Plow past or over an opponent as you move
Thrown Weapon	Throw a weapon at a target or to an area, such a grenade
Trip	Trip an opponent
Withdraw	Retreat faster from combat
Melee Weapon Wrestling	Block melee attacks with your own
Biotic Wrestling	Use biotics to block the biotic powers of an adversary

You can also use this action to help a friend in other ways, such as to assist another character's skill check. For skill checks you provide a +2 bonus if you succeed in making a skill check DC 10 for the intended skill. The GM may determine that certain skill checks cannot be improved through the use of an Aid Another. Knowledge checks, for example, usually indicate what a character knows and so others may not help him with Aid Another actions.

Bull Rush

You can make a bull rush with 1 action (an attack) or as part of a *Charge* (see Special Attack Related Actions). When you make a bull rush, you attempt to push an opponent straight back instead of damaging him. You can only use this on an opponent that is one size category larger than you, the same size, or smaller.

Initiating a Bull Rush: First, you move into the defender's space. Doing this provokes an AoO from each opponent that threatens you, including the defender. Second, you and the defender make opposed Strength checks.

You each add a +4 bonus for each size category you are larger than Medium or a –4 penalty for each size category you are smaller than Medium. You get a +2 bonus if you are charging. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Bull Rush Results: If you beat the defender's Strength check result, you push him back 5 feet. If you wish to move with the defender, you can push him back an additional 5 feet for each 5 points by which your check result is greater than the defender's check result. You can't, however, exceed your normal movement limit.

If you fail to beat the defender's Strength check result, you move 5 feet back to where you were before you moved into his space. If that space is occupied, you fall prone in that space.

Note: The defender provokes AoO if he is moved and so do you, if you move with him. The two of you do not provoke AoO from each other, however.

Disarm

In a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt to disarm while unarmed, you end up with the weapon in your hand. If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a weapon (for instance, a datapad), the defender may still oppose you with an attack roll but can't attempt to disarm you in return if your attempt fails.

Step 1: Attack of Opportunity. You provoke an AoO from the target you are trying to disarm. If this deals damage to your normal HP, the attempt fails.

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with You and the defender make opposed attack rolls with your respective weapons. The wielder of a weapon that requires two hands to use (such as a two-handed weapon, shotgun, etc) gets a +4 bonus on this roll and the wielder of a light melee weapon takes a –4 penalty. An unarmed melee attack is considered a light weapon for this purpose. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a weapon, the defender takes a –4 penalty on the roll.

Step 3: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. His attempt does not provoke an AoO from you. If he fails his disarm attempt, you do not get a free disarm attempt against him.

Grabbing Items

You can use a disarm action to snatch an item worn by the target (such as a flashlight or some visor, the GM determines what can or cannot be disarmed). If you want to have the item in your hand, the disarm must be made as an unarmed melee attack. The item must be poorly secured or otherwise easy to snatch or cut away and the defender gets a -4 penalty.

Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured, such as a breathing helmet or an omni-tool, unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

Grapple

Grappling means wrestling and struggling hand-to-hand. It's tricky to perform, but sometimes you want to pin foes instead of killing them, and sometimes you have no choice in the matter.

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

Base attack bonus + Strength modifier + special size modifier Special

Size Modifier: The special size modifier for a grapple check is as follows: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4, Tiny –8, Diminutive –12, Fine –16. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires that you follow the next steps:

Step 1: Attack of Opportunity. You provoke an AoO from the target you are trying to grapple (certain monsters do not provoke attacks of opportunity when they attempt to grapple). If this deals damage to your normal HP, the attempt fails.

Step 2: Grab. You make an unarmed melee attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Hold. Make an opposed grapple check as a free action. If you succeed, you are now "grappling" and your target is "being grappled". If your opponent wins the check then he is "grappling" and you are "being grappled".

You automatically lose an attempt to hold if the target is two or more size categories larger than you are.

In case of a tie, the combatant with the higher grapple check modifier wins. If this is still a tie, roll again to break the tie.

If either you or your opponent wins the check by 15 or more, then the winner is "pinning an opponent" but the loser is being "pinned".

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round). Moving, as normal, provokes attacks of opportunity from threatening opponents, but not from your target.

If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target.

Every round you maintain the grapple by succeeding on opposed grapple checks with each target involved (free action).

Grapple Consequences

While you're either grappling, being grappled, pinning or being pinned, your ability to attack others and defend yourself is limited.

No Threatened Squares: You don't threaten any squares while grappling.

No Dexterity Bonus: You lose your Dexterity bonus to Defense (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling

When you are grappling (regardless of whom started the grapple), you can perform any of the following actions. You can make one of these with one action.

Activate an Item: You can activate an item.

Attack Your Opponent: You can make one single melee attack unarmed or with light melee weapon against a character you are grappling. You take a –4 penalty on such attacks. You can't attack with two weapons while grappling.

You may attempt to make a One-Shot (or Auto-Fire if the weapon is a Burst type weapon) action with a Pistol or Submachine Gun while grappled, but this carries a -4 penalty on the attack.

Use a Power/Ability: You can attempt to use a Power while grappling or even while pinned (see below), provided its activation time is no more than 1 action. To be able to do so, you must make a Concentration check (DC 20 + rank of power, or just DC 20 for abilities) or lose the power's point costs or lose 1 usage of the power/ability. If the power targets a specific creature, you take a -4 penalty when targeting that creature, even if it is the one you are grappling.

Draw a Light Weapon: You can draw a light melee weapon, pistol or submachine gun.

Move: You can move half your speed (bringing all others engaged in the grapple with you). At the end of your movement, you can place your target in any square adjacent to you, ending the grapple. If you attempt to place your foe in a hazardous location, such as in over a pit, the target receives a +4 bonus to its grapple check.

Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning a new opposed grapple check. Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can break the hold that the opponent has over the other character but only if your grapple check beats the grapple check of the character that is pinning. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light melee weapon, you can use it to attack him. You make an opposed grapple check (in place of an action). If you win, make an attack roll with the weapon with a -4 penalty. You don't gain possession of the weapon by performing this action.

If the opponent is wielding a Pistol or Submachine Gun, you can attempt to use it against him by making the same check with the same penalty, but you can only make a One-Shot action (or Auto-Fire if the weapon is a Burst type weapon).

If You're Being Grappled

When you are being grappled there are only a few actions you can make, since your opponent has impaired your movements.

Escape from Grapple: You can make an opposed grapple to try and escape. If more than one opponent is grappling you, your grapple check for that round has to beat all their individual check results to escape. (Opponents don't have to try to hold you if they don't want to). If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Use Opponent's Weapon: If your opponent is holding a light melee weapon, you can use it to attack him. You make an opposed grapple check (in place of an action). If you win, make an attack roll with the weapon with a -4 penalty. You don't gain possession of the weapon by performing this action.

If the opponent is wielding a Pistol or Submachine Gun, you can attempt to use it against him by making the same check with the same penalty, but you can only make a One-Shot action (or Auto-Fire if the weapon is a Burst type weapon).

Move: You can move half your speed (bringing all others engaged in the grapple with you). At the end of your movement, you can place your target in any square adjacent to you, ending the grapple. If you attempt to place your foe in a hazardous location, such as in over a pit, the target receives a +4 bonus to its grapple check.

Use a Power/Ability: You can attempt to use a Power while grappling or even while pinned (see below), provided its activation time is no more than 1 action. To be able to do so, you must make a Concentration check (DC 20 + rank of power, or just DC 20 for abilities) or lose the power's point costs or lose 1 usage of the power/ability. If the power targets a specific creature, you take a -4 penalty when targeting that creature, even if it is the creatures grappling you.

Activate an Item: You can activate an item.

Attack Your Opponent: You can make one single melee attack unarmed or with light melee weapon against a character you are grappling. You take a –4 penalty on such attacks. You can't attack with two weapons while grappling.

You may attempt to make a One-Shot (or Auto-Fire if the weapon is a Burst type weapon) action with a Pistol or Submachine Gun while grappled, but this carries a -4 penalty on the attack.

If You're Pinning an Opponent

Once you've pinned your opponent, he's at your mercy. However, you don't have quite the freedom of action that you did while grappling. You can attempt to attack your opponent, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking.

If you are pinning an oponent, you can attempt to use the target as a sort of human shield (requires one check and at least 1 free hand), effectively using him to provide you with Massive Cover. In such case, if you do manage to use a weapon against the opponent, you score an immediate critical hit or coup-de-grace against the victim, whatever the situation dictates.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a –4 penalty to your Defense against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak.

On your turn, you can escape the pin with the opposed grapple check that must beat the grapple check of all those pinning you. Doing so requires always an action. If you win, you escape the pin, but you're still being grappled.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except that the target doesn't get an AoO against you, and your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple. If there are multiple opponents involved in the grapple, you pick one opponent to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

Strangle

After successfully maintaining a grapple, you can attempt to Strangle your opponent. To perform a Strangle, you must spend an action and make an opposed grapple check with the one you are grappling, which provokes an AoO, even from the one being grappled (all grapple penalties apply normally). If you take damage from this AoO, you must make a Concentration check DC 15 or the attempt fails (but the grapple is still maintained).

If you succeed on the opposed roll you lose all your remaining actions and the one being grappled must make a Fort save (DC 10 + your Str mod) or enters the first stage of suffocation, falling unconscious.

You can maintain the strangle, in the following action, by spending it and making another opposed grapple check. If you maintain the strangle, the Fortitude save DC increases by 2 and the Defender suffers a -1 penalty to all rolls while it is being strangled. The creature being strangled can spend one action to try and break the strangle with an opposed grapple check (must first break the strangle before it can break the grapple but if it breaks the strangle with a result 15 or higher than your then it also breaks the grapple). If the creature you were strangling successfully breaks free, or you decide to end this action, the creature strangled is staggered for 1 round (losing his next available action). If the creature drops unconscious from the strangle, it will die if strangled for one additional round.

Special: Drell don't suffer the attack penalties for 3 rounds from being strangled, and they ignore the staggering effect if they break free within those 3 rounds. Hanar gain a +6 bonus on Strangle checks.

Overrun

You can attempt an overrun with one normal action taken during your move or *Charge*. (In general, you cannot take an action action during a move; this is an exception). With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can only overrun an opponent who is one size category larger than you, the same size, or smaller. You can make only one overrun attempt per round.

If you're attempting to overrun an opponent, follow these steps.

Step 1: Attack of Opportunity. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

Step 2: Opponent Avoids? The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect. If you were attempting the overrun as part of a *Charge*, you may keep moving. In either case, the overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square). If your opponent doesn't avoid you, move to Step 3.

Step 3: Opponent Blocks? If your opponent blocks you, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus on the check for every size category larger than Medium or a –4 penalty for every size category smaller than Medium.

The defender gets a +4 bonus on his check if he has more than two legs. If you win, you knock the defender prone. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check (including the size modifiers noted above, but no other modifiers) to try to knock you prone.

Step 4: Consequences. If you succeed in knocking your opponent prone, you can continue your movement as normal. If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square.

Thrown Weapon

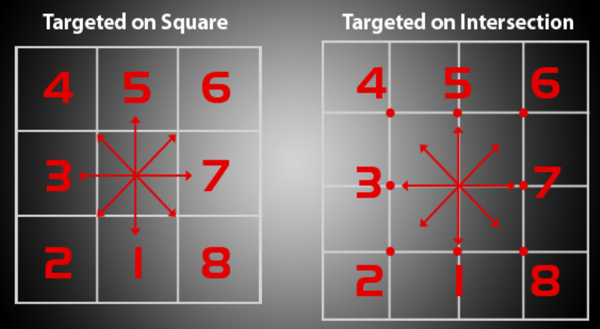
Some weapon or objects might be thrown against characters over a short distance.

To attack with a thrown weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency. A hit deals direct hit damage to the target.

You can instead target a specific grid intersection. Treat this as a ranged attack against Defense 5. You can't target a grid intersection occupied by a creature, such as a Large or larger creature.

If you miss the target (whether aiming at a creature or a grid intersection), roll 1d8. This determines the misdirection of the throw, as shown on the previous image. Then, count a number of squares in the indicated direction equal to the range increment of the throw. So, if you miss on a throw out to two range increments and roll a 1 to determine

Missing with a Thrown Weapon



When a thrown weapon misses, roll d8 and refer to this diagram to determine where the weapon lands.

the misdirection of the throw, the weapon lands on the intersection that is 2 squares away from the target in the direction toward you.

Trip

You can try to trip an opponent whit an unarmed melee attack. You can only trip an opponent who is one size category larger than you, the same size, or smaller.

Making a Trip Attack: Make an unarmed melee attack against your target. This provokes an AoO from your target. If your attack succeeds, make a Strength check opposed by the defender's Dexterity or Strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than Medium or a –4 penalty for every size category he is smaller than Medium. The defender gets a +4 bonus on his check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may immediately react and make a Strength check opposed by your Dexterity or Strength check to try to trip you.

Making trips in Attacks of Opportunity: When you make an AoO with an unarmed melee attack, you can try to trip your opponent. You can't try to trip an opponent on an AoO when using any weapon other than unarmed.

Being Tripped (Prone): A tripped character is prone.

Withdraw

Withdrawing from combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see and therefore visible enemies do not get AoO against you when you move from that square. (Invisible enemies still get AoO against you, and you can't withdraw from combat if you're blinded). You can't take a 5-foot step during the same round in which you withdraw. If, during a withdraw, you move out of a threatened square (other than the one you started in), enemies get AoO as normal.

You may not withdraw using a form of movement for which you don't have a listed speed.

Note that despite the name of this action, you don't actually have to leave combat entirely. For instance, you could use a withdraw action to move away from one enemy and toward another.

Restricted Withdraw: If you are limited to taking only one action each round (for instance, if you have been slowed or during a surprise round), you can withdraw with that action. In this case, you may move up to your speed (rather than up to double your speed).

Melee Weapon Wrestling

Whenever you are attacked by a character wielding a melee weapon, or using a weapon with a melee attachment, you can attempt to actively block the attack with any melee weapon you are wielding. Succeeding not only prevents the attack, it also pushes the enemy 5-ft back. Failue, of course, means he succeeds in attacking you.

Right after an enemy attacks you with a melee weapon, but before knowing whether the attack was successful or a failure, you must decide to use this maneuver. If you do so, make an opposed Grapple check against the enemy. If you succeed, you prevent the attack and push the enemy 5-ft back. If you fail, you are either automatically disarmed or suffer the normal attack's effects (enemy's choice).

You must wield at least one melee weapon to be able to use this maneuver. If you have an omni-blade, you can activate it to use this maneuver, provided the hand of the omni-tool is free. Using an omni-blade, however, means you cannot be disarmed so you instead suffer the normal attack's effects and your omni-tool becomes disabled for 1 action and so you are unable to use skills that require the use of the omni-tool as well as Tech powers for that time, but static bonuses from omni-tool abilities still apply. If your Tech powers were in cooldown, when you had your omni-tool disrupted, their Cooldown increases by 1 action.

This maneuver can be used a number of times per round equal to the number of melee weapons wielded. However, using a weapon to attempt a Melee Weapon Wrestling prevents the same weapon to be used in the following attempts.

A character using two melee weapons for the same attack gains a +4 bonus on the Grapple check. If you wield two melee weapons, you are not forced to use them to block the same attack. If the enemy used Heavy Melee Attack, he gains a +4 bonus on the check.

You must be able to see the enemy coming, to be able to use this maneuver.

For example: an enemy decides to attack you with two melee weapons but you only block with only one. This provides your opponent with a +4 bonus on his Grapple check but since you have two melee weapons it allows you to attempt another Melee Weapon Wrestling in that round, from another enemy for example.

Other characters can intervene to break the wrestling, in which case they must spend an action to separate both, sending them 5-ft back.

Biotic Wrestling

Whenever you are adjacent to a biotic character who wishes to use a biotic power against you or another target, you can unleash your own biotic power to prevent him from doing so.

To do this, a few restrictions must be met:

- You must have biotic points.
- The character you are attempting to block must be adjacent to you.
- The target must be attempting to use a biotic power on someone else.

If these conditons are met, you can attempt to block the character's power. You do so immediately after he uses it, spending points in the process. For the following actions, both will be involved in the wrestling until one loses, and will only be able to perform non-offensive free actions. For those actions, each will make opposed Biotic skill checks.

At the first attempt, you must spend a number of biotic points equal to the cost paid by the enemy to use the power (a Biotics skill check allows you to determine how many points were indeed spent). You cannot spend more and if you spend less you will take a penalty on the Biotics skill check equal to the difference between power cost and how many points you spent. For each additional action spent in the wrestling, you and the other character lose 1 biotic point.

The wrestling ends when:

- One attains a result that is at least 10 points higher than the other, winning the wrestling.
- One of the involved loses his remaining biotic points, losing the wrestling.
- One another character breaks the wrestling by grabbing hold of one or two hands of a character involved. That character loses the wrestling.

The character that wins suffers nothing while the loser suffers a Biotic cooldown of 1d4+1 actions (cannot be reduced).

Any other character can involve himself in the wrestling, as long as too meets the restrictions. Once more he must spend an initial amount of biotic points equal to the activation cost of the power and then loses 1 biotic point each action he remains involved. If he does so, however, this can result in one of two scenarios:

- He helps one of the characters involved. This forces the opponent of that character to roll the opposed Biotics skill check against the one with the highest Biotics skill modifier who also gains a +2 bonus on the modifier as if the second character was using Aid Another. Both will suffer the benefits or penalties imposed by winning or losing the wrestling.

- He acts alone, in which case each must make opposed checks against the other involved. If at least one has a result 10 points higher than another, he his the victor (if more than one involved meets that criteria, the one with the highest Biotics skill check result is the victor).

During a Biotic Wrestling, the entire area is swallowed by the turbulance created with the joining of different biotic energies. This turbulance is placed at a corner that belongs to the square of all involved and is strong enough to lift furniture and creatures, within a radius of 10 ft. Creatures can attempt a Fortitude save DC 15 to avoid being thrown in the air as if being affected by a Singularity. Creatures with Shield HP are unaffected.

Special Initiative Actions

Here are ways to change when you act during combat by altering your place in the initiative order.

Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

Delaying is useful if you need to see what your friends or opponents are going to do before deciding what to do yourself. The price you pay is lost initiative. You can't, however, interrupt anyone else's action by doing this.

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If all creatures involved in the initiative count perform their actions before you perform your delayed action, then you don't get any action that round but your initiative raises to the top for the following rounds, leaving you with the option to be the first to act in a round or to make another initiative action such as a delay.

Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying requires one action. It does not provoke an attack of opportunity (though the action that you ready might do so).

Readying an Action: You can ready any type of action. To do so, specify the action you will take and the conditions under which you will take it. For example, you might specify that you will shoot at anyone coming through a nearby door. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action.

Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't move any distance during the round.

Initiative Consequences of Readying: Your initiative result becomes the count on which you took the readied action. If all creatures involved in the initiative count perform their actions before you perform your readied action, then you don't get any action that round but your initiative raises to the top for the following rounds, leaving you with the option to be the first to act in a round or to make another initiative action such as a ready.

Weight Load

Encumbrance rules determine how much a character equipment load slows him or her down, by reducing the character's speed and the character's Run speed. In addition to slowing the character, encumbrance due to carrying load applies penalties on certain skill checks (those indicated with a "yes" after the Load Check Penalty entry, in the Skills description) and increases the cooldown time of any power and class ability.

The capacity to carry more or less weight depends on the character's current Strength score. The following table indicates the amount a character can carry divided into three types of load: Light, Medium and Heavy.

Tremendous Strength: For Strength scores not shown on the table, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does. Multiply the figures by 4 if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

Lifting and Dragging: A character can lift as much as his or her maximum load over his or her head. A character can lift as much as double his or her maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Defense and can move only 5 feet per round (as a full-round action).

Bigger and Smaller Creatures: The figures on the Strength and Loads table are for Medium bipedal creatures. A larger bipedal creature can carry more or less weight depending on its size category, as follows: Large ×2, Huge ×4, Gargantuan ×8, Colossal ×16, Small ×3/4, Tiny ×1/2, Diminutive ×1/4, Fine ×1/8.

Quadrupeds, such as the elcor, can carry heavier loads than characters can. Instead of the multipliers given above, multiply the value corresponding to the creature's Strength score by the appropriate modifier, as follows: Fine ×1/4, Diminutive ×1/2, Tiny ×3/4, Small ×1, Medium ×1-1/2, Large ×3, Huge ×6, Gargantuan ×12, Colossal ×24.

Weight Load Penalties: The following table indicates the penalties a character suffers when his or her load is in the Light, Medium or Heavy category

Load Penalty: This is the penalty that characters suffer to certain skills when encumbered by the indicated load type.

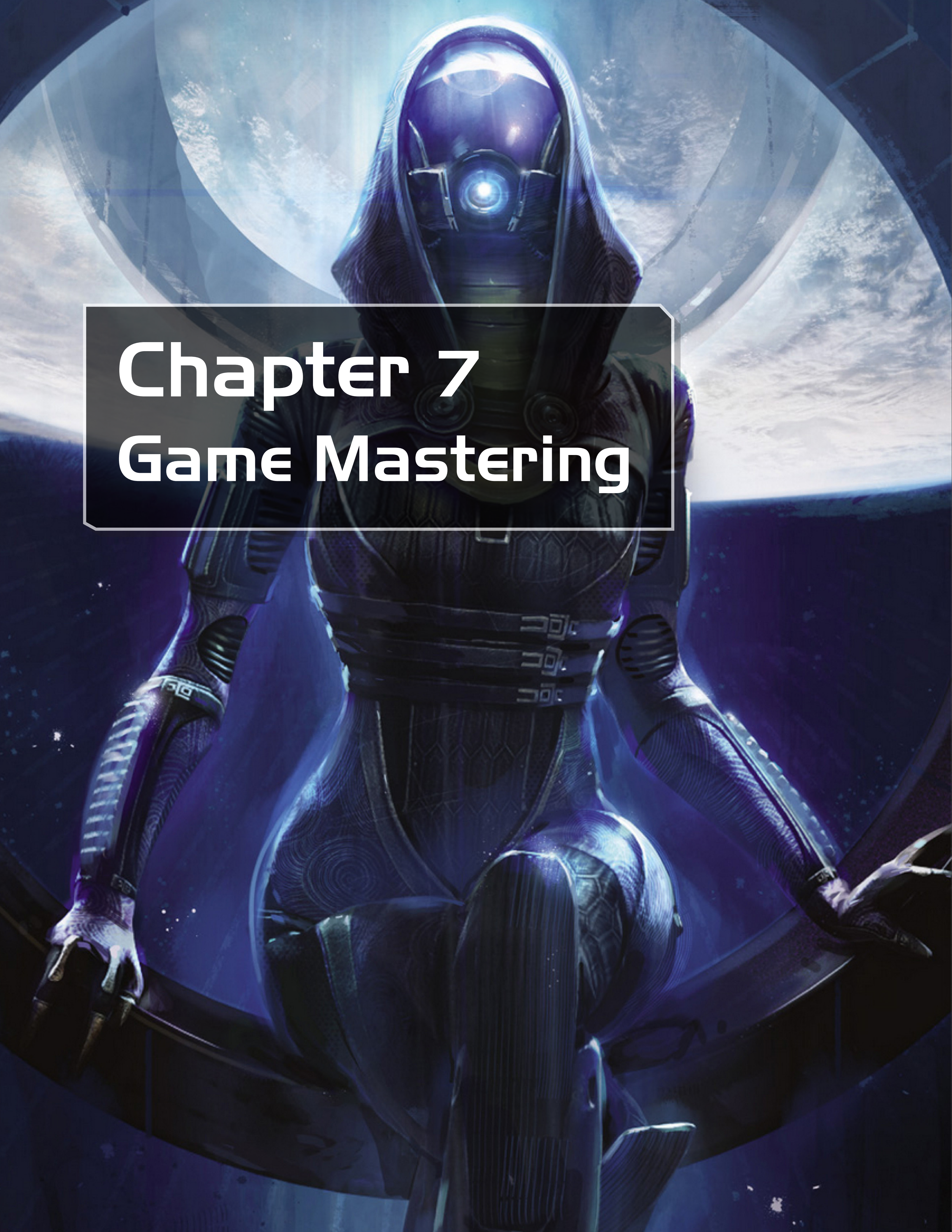
Cooldown Increase: When within a certain load type, characters have the cooldown of their powers and abilities (including abilities such as First Aid and Shield Boost) increased by a certain amount of actions.

Speed Reduction: Being encumbered reduced the character's speed by the indicated amount.

Run: The Run column indicates the maximum multiplier a character can apply to his speed when making a Run action.

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb or less	4 – 6 lb	7 – 10 lb
2	6 lb or less	7 – 13 lb	14 – 20 lb
3	10 lb or less	11 – 20 lb	21 – 30 lb
4	13 lb or less	14 – 26 lb	27 – 40 lb
5	16 lb or less	17 – 33 lb	34 – 50 lb
6	20 lb or less	21 – 40 lb	41 – 60 lb
7	23 lb or less	24 – 46 lb	47 – 70 lb
8	26 lb or less	27 – 53 lb	54 – 80 lb
9	30 lb or less	31 – 60 lb	61 – 90 lb
10	33 lb or less	34 – 66 lb	67 – 100 lb
11	38 lb or less	39 – 76 lb	77 – 115 lb
12	43 lb or less	44 – 86 lb	87 – 130 lb
13	50 lb or less	51 – 100 lb	101 – 150 lb
14	58 lb or less	59 – 116 lb	117 – 175 lb
15	66 lb or less	67 – 133 lb	134 – 200 lb
16	76 lb or less	77 – 153 lb	154 – 230 lb
17	86 lb or less	87 – 173 lb	174 – 260 lb
18	100 lb or less	101 – 200 lb	201 – 300 lb
19	116 lb or less	117 – 233 lb	234 – 350 lb
20	133 lb or less	134 – 266 lb	267 – 400 lb
21	153 lb or less	154 – 306 lb	307 – 460 lb
22	173 lb or less	174 – 346 lb	347 – 520 lb
23	200 lb or less	201 – 400 lb	401 – 600 lb
24	233 lb or less	234 – 466 lb	467 – 700 lb
25	266 lb or less	267 – 533 lb	534 – 800 lb
26	306 lb or less	307 – 613 lb	614 – 920 lb
27	346 lb or less	347 – 693 lb	694 – 1040 lb
28	400 lb or less	401 – 800 lb	801 – 1200 lb
29	466 lb or less	467 – 933 lb	934 – 1400 lb
+10	×4	×4	×4

Load	Load Penalty	Cooldown Increase	Speed Reduction	Run
Light	+0	None	None	None
Medium	-3	+1 action	5 ft	×4
Heavy	-6	+2 actions	10 ft	×3



Chapter 7

Game Mastering

It's one thing to play a character on an adventure. It's quite another to run the adventure as a game master. It's a lot more work, but it can be a lot more rewarding to create an entire world, or even an entire galaxy, for your friends to explore.

Because of the roles a Game Master (GM) must take, he can be defined as being:

Storyteller: He presents the world and its characters to the players of the game, and it is through the GM that the players interact with them. The GM must be able to craft stories and to translate them into a verbal medium.

Entertainer: A GM must be a master at improvisation. He has to be ready to handle anything that his players want to do, to resolve situations and issue rulings quickly enough to keep the pace of the game at an entertaining clip.

Judge: A GM must be the arbiter of everything that occurs in the game. All game books, including this one, are his tools, but his word is the law. He must not antagonize the players or work to impede their ability to enjoy the game, yet neither should he favor them and coddle them. He should be impartial, fair, and consistent in his administration of the rules.

Inventor: The GM's job does not end when the game session does. He must be an inventor, creating NPCs, plots, items, worlds, creatures and everything else the game needs to continue and advance.

Player: Just because he's playing dozens of characters during the course of a session doesn't make him any less a player than the others who sit at the table.

Starting A Campaign

Before you run a game, you need to know what kind of game you'll be running. Whether you write out the plans for the coming session in a dozen notebooks, scribble down ideas and key NPC stat blocks on a bunch of sticky notes or your computer, or just have a vague idea of a plot and a few names in your head, you'll need to prepare parts of your adventure before the game begins. Some GMs enjoy the challenge of presenting a "sandbox" for the players to explore their whim, but even then you need to know what kind of things are in that sandbox for the PCs encounter. And as a general rule, everything you can prepare before the game begins will save you time making decisions during the game. Even more important, preparation beforehand allows you to maintain consistency.

Of course, the backbone of any campaign is the adventures that comprise it, be they an intricately connected series of plots and storylines or an open-ended sandbox of possibility.

Building An Adventure

There are countless ways to build an adventure. The classic method is to simply write everything out beforehand. While this does get everything you need to know about the adventure down on paper, it's an awful lot of work. If you're the only person who'll ever be running the adventure it's okay to simply outline the plot, draw a map of the adventure site, create encounters and stat blocks, and have at it. An adventure doesn't need to look anything more than a shopping list, with the most important aspects and features.

One important tip to remember about adventure writing – you're not writing a story. The main characters of the adventure should be the players, and they're missing from the tale when you prepare the adventure. Instead, think of the adventure as an outline for a script. You can have an idea in your head of how things will work out, but if you avoid making assumptions about what your characters will do in the adventure and instead just focus on creating the building blocks of it (such as room descriptions, NPC motivations, stat blocks, and the like), you'll be much more capable of reacting to the unexpected when the PCs do their thing.

Whatever you decide to do in your adventure, there are three elements that, if you prepare beforehand, will save you a lot of time and anguish in the end – stat blocks, encounters and treasure.

Stat Blocks

One of the most complex parts of the game is the stat block. Every NPC, every enemy and timid little forest creature in the campaign world has its own stat block. This doesn't mean that you need to generate a stat block for every creature that appears in your adventure, but you should certainly generate stat blocks for all the important NPCs and enemies with whom you expect the PCs to interact. The enemies chapter provides dozens of pre-made enemies stat blocks for use in adventures. One good trick is to copy a stat block into small documents that you can easily bring up on your computer or paper, and reuse them whenever needed.

Designing Encounters

The heart of any adventure is its encounters. An encounter is any event that puts a specific problem before the PCs that they must solve. Most encounters present combat with hostile NPCs, but there are many other types – political interaction, a dangerous escape from a self-destructing station, an awkward argument with a friendly NPC who suspects a PC has betrayed him, or anything that adds drama to the game. Brain-teasing puzzles, roleplaying challenges, and skill checks are all classic methods for resolving encounters, but the most complex to build are the most common ones – combat encounters.

When designing a combat encounter, follow the steps outlined below:

Step 1 – Determine APL: Determine the average level of your player characters – this is their average party level (APL). You should round this value to the nearest whole number (this is an exception to the round down rule). Note that these encounter creation guidelines assume a group of three or four PCs. If your group contains five or more players, add one (or more, if you, as the GM, feel the party is indeed much more powerful due to their numbers) to their average level. For example, if your group consists of six players, two of which are 4th level and four of which are 5th level, their APL is 6th (28 total levels, divided by six players, rounding normally, and adding one to the final result).

Please note that a large number isn't everything. Sometimes a party doesn't have one of the three basic classes (a character capable of using biotic powers, a character capable of using tech powers and skills and a character oriented for combat). The lack of one of these types of characters can easily make an otherwise simple battle into a very difficult one. As a GM, it is your job to assess how difficult an encounter actually was to the party, or how difficult it will be, depending on the party itself. If your evaluation shows that a party's configuration is incapable of decently handing the difficulty presented for the encounters (see table below), then reduce its APL by 1. If your evaluation shows the party handles the difficulty presented with ease, then increase its APL by 1.

Step 2 – Determine CR: Challenge rating (CR) is a convenient number used to indicate the relative danger presented by a monster, trap, hazard, or other encounters – the higher the CR, the more dangerous the encounter. Refer to the next table to determine the encounter's CR your party should face, according to their APL and your desired level of difficulty.

Difficulty	Challenge Rating should equal…
Easy	APL – 1
Average	APL
Challenging	APL + 1
Hard	APL + 2
Epic	APL + 3

CR	XP Award	CR	XP Award
1/8	37	9	7,200
1/6	50	10	9,600
1/4	75	11	14,000
1/3	100	12	19,000
1/2	150	13	29,000
1	300	14	38,000
2	600	15	58,000
3	900	16	77,000
4	1,200	17	120,000
5	1,800	18	150,000
6	2,400	19	230,000
7	3,600	20	310,000
8	4,800		

Step 3 – Build the encounter: Determine the total XP award for the encounter by looking it up by its CR, on the following table. This gives you a "XP budget" for the encounter. Every creature, trap, and hazard is worth an amount of XP determined by its CR, as noted on that table. To build your encounter, simply add creatures, traps and hazards whose combined XP does not exceed the total XP budget for your encounter. It's easiest to add the highest CR challenges to the encounter first, filling out the remaining total with lesser challenges. Note that this XP budget can be filled with a single creature, trap or hazard of the intended CR, or with a combination of multiple creatures, traps or hazard with lower CR.

Ad hoc CR adjustments: While you can adjust a specific enemy's CR by advancing it or giving it class levels, you can also adjust an encounter's difficulty by applying ad hoc adjustments to the encounter or creature itself. Listed here are three additional ways you can alter an encounter's difficulty.

Favorable terrain for the PCs: If the PCs encounter the enemies in a canyon, they gain not just the upper ground but also advantage points for snipping and hiding, which gives the PCs and advantage. Build the encounter as normal, but when you award experience for the encounter, do so as if the encounter were one or more CR lower than its actual CR, according to your better judgment.

Unfavorable terrain for the PCs: If, on the other hand, the terrain impacts the encounter significantly, you can, at your option, increase the effective XP award as if the encounter's CR were one higher.

NPC gear adjustments: You can significantly increase or decrease the power level of an NPC by adjusting its gear. If the NPC has a gear that is worth less than the indicated money for the NPC's level, it should have its CR reduced by 1 for each two levels lower of money he has in gear. On the other hand, if the NPC has a gear that is worth more than the indicated money for the NPC's level, then its CR should increase by 1 for each level higher of money he has in gear. Note that these variations are already included in the CR calculations of all NPCs presented in the non-playable characters chapter.

Awarding Experience

Characters advance in level by defeating enemies, overcoming challenges and completing adventures – in doing so, they earn experience points (XP for short). Although you can award experience points as soon as a challenge is overcome, this can quickly disrupt the flow of the game. It's easier to simply award experience points at the end of a game session – that way, if a character earns enough XP to gain a level, he won't disrupt the game while he levels up his character. He can instead take the time between game sessions to do that.

Keep a list of the CRs of all the enemies, obstacles, and roleplaying encounters the PCs face. At the end of each session, award XP to each PC that participated. Each creature and obstacle awards a set amount of XP, as determined by its CR, regardless of the level of the party in relation to the challenge, although you should never bother awarding XP for challenges that have a CR of 8 or more lower than the APL. Pure roleplaying encounters generally have a CR equal to the APL (may vary according to its real difficulty) but as a GM you are not forced, in any way, to award XP for roleplaying encounters. As a general rule, consider awarding XP only for very important or decisive roleplaying encounters and if those encounters end in battle award only the XP of the battle and not the roleplay.

Also, feel free to award story awards when the players conclude a major storyline or make an important accomplishment. There is no specific way to make such XP story awards. A good example would be to award a number of XP equal to a CR that equals the party APL, but as a GM you are free to award more or less XP according to your review of the party's performance.

Placing Treasure

As PCs gain level, the amount of equipment they carry and use increases as well. Since the primary income for a PC derives from jobs, selling loot or through illegal activities, it's important to moderate the wealth the characters might gain. To that end, GMs should, before any game session, determine the amount of wealth the characters have (not merely in credits but also in items, ships, upgrades and even houses and other proprieties)

PC Level	Wealth (credits)	PC Level	Wealth (credits)
2	3,000	12	177,700
3	5,500	13	227,700
4	9,000	14	280,000
5	14,000	15	340,000
6	25,000	16	400,000
7	38,500	17	465,000
8	50,000	18	550,000
9	81,700	19	640,000
10	107,500	20	755,000
11	143,200		

The following table lists the amount of wealth each PC is expected to have at a specific level. Note that this table assumes a standard campaign style game. Low powered games might award only half this value, while high powered games might double the value.

The table can also be used to budget gear for characters starting above 1st level, such as a character created to replace a dead one. Characters should spend no more than half their total wealth on any single item. For a balanced approach, PCs that are built after 1st level should spend no more than 35% of their wealth on weapons, 35% on armor and protective devices, 20% on other useful permanent like amplifiers and omni-tool upgrades and 10% on mundane and disposable items like stim-packs. Different character types might spend their wealth differently than these percentages suggest; for example, biotic focused characters might spend very little on weapons but a great deal more on biotic amplifiers.

Creating NPC's

Aside from the players, every other person encountered in the game world is a non-player character (NPC). These characters are designed and controlled by the GM to fill every role from a council member to simple baker. You job, as a GM, is to create all important NPCs that might be necessary for an encounter (be it combat or merely roleplaying). Of course you can always decide that some NPCs would never present a threat in a given situation (for example, while a commoner may call the attention of citadel security against the party's illegal activities, in combat the commoner will most likely be killed with a few shots, or just ran away from combat) or that they present a specific threat, depending on their age, average skill and social status (for example, you could decide that a politician, who spent years playing politics has a specific bonus to important political skills such as diplomacy, bluff and sense motive).

Should you need to create an NPC, treat it as if it was a normal PC and build it the same way.

When creating NPCs use 25 to 50% the wealth you'd use for PCs. Because character's can only salvage stim-packs and weapons + weapon mods, provided they have the space required for it (if a character is already carrying a pistol he cannot salvage another pistol), the amount of wealth that character can take from enemies is fairly limited, so providing NPCs with a decent amount of wealth merely makes them more challenging.

Preparing For The Game

Your job as a game master begins well before the game session does. Your most important duty before a game is, of course, to prepare for that game. This means reading up on the adventure you'll be running (or perhaps even design your own adventure), preparing any props or handouts you might need to give the PCs, prepping the play area for guests, and so on. In the days leading up to the game, you should resolve any out-of-game issues that your players have (a good way to do this is by e-mail, since it creates a written record of the issue that can be used later on). This includes helping players level up their characters; answering questions they may have about using non-core rules and supplements for power, feats and the like; and providing them with answers to questions they have about the game world.

For example, say one of your PCs is searching for his missing sister, who was abducted years ago by mercenaries. You can drop in clues about this sister in the game, but between games, the PC might want to spend a few days investigating a lead in the local underworld or at the hall of records. Personal quests like these are a great way for a player to build his character's history and personality, but they can get in the way of gaming when other players are at the table. If you can't afford to spend one-on-one time with players, handling these side-quests via e-mail is a great way to take care of the situation.

You should also ensure that all of the players can make the game, and if not all of them can, decide if the game should be canceled or not. There are a few things more frustrating than realizing that half your group can't play, especially if some of the players had to drive a long way to reach the game. If a player is absent, decide what happens to his PC. Can someone else play him? Does he gain experience and treasure as usual?

Make sure that accommodations are met. If your game session's going to last a long time, think about where folks can go for lunch or dinner. Many tables organize responsibilities among the players – if the GM hosts the game at his house, the players might split up the task of providing drinks, snacks or meals. Remember to use common sense here – while it's tempting to just go with potato chips and soda, remember that might be bad for your health! Of course, if your home is not the hosting site for the game, that doesn't let you off the hook. You as a GM are the organizing force for the gathering – you're technically throwing the party, and it's your responsibility to see that your players have a comfortable, enjoyable place to game, otherwise the game itself will suffer.

During The Game

The bulk of this book provides rules you need to adjudicate the game and run things, but there are many other problems and events that can come up that require you to think quickly before they become disruptive. Listed here are several of the more common speed bumps and problems that you'll invariable be called upon to handle during the game.

Cheating and fudging: We all know that cheating is bad. But sometimes, as a GM, you might find yourself in a situation where cheating might improve the game. We prefer to call this "fudging" rather than cheating, and while you should try to avoid it when you can, you are the law in your world, and you shouldn't feel bound by the dice. A GM should be impartial and fair, and in theory, that's what random dice results help support. Some players have trouble putting trust in their GM, but dice offer something that's irrefutable and truly impartial (as long as the dice aren't doctored or loaded, of course). Still, it's no good if a single roll of the dice would result in a premature end to your campaign, or a character's death when they did everything right.

Likewise, don't feel bound to the predetermined plot of an encounter or the rules as written. Feel free to adjust the results or interpret things creatively – especially in cases where you as the GM made a poor assumption to begin with. As long as you can keep such developments and "on-spot adjustments" to a minimum, they can enhance the game.

Divine intervention: The literary term for it is deus ex machina – "god from the machine". This is what happens in a story when a plot device manifests in an unexpected (and usually unsatisfying) way to resolve a story element, typically in a way that renders the actions of the main characters meaningless. Even great authors use deus ex machina to resolve stories now and then, so don't be afraid to use it in your game if things are looking grim.

The GM: The GM is the law of the game. His reading of the rules should be respected and adhered to. It's easy to get hung up on complicated aspects of the game during play, but the game is never enhanced by long, drawn-out arguments over these complications between players and GM. When complications involving rules interpretations occur, listen to the player and make the decision as quickly as you can on how to resolve the situation. If the rule in question isn't one you're familiar with, you can go with the player's interpretation but with the knowledge that after the game you'll read up on the rules and, with the next session, will have an official ruling in play. Alternatively, you can simply rule that something works in a way that helps the story to move on, despite the most logical or impassioned arguments from the players. Even then, you owe it to your players to spend time after the game researching the rule to make sure your ruling was fair – and if not, make amends the next game as necessary.

Handling PC death: Eventually, through bad luck or bad tactics, a PC is going to die in your game, for some reason or another.

When a PC dies, his player no longer has any input into the game (unless he has a cohort or other allied NPC he can start playing). That player has to sit at the table quietly, watching and waiting while everyone else continues to have fun with the game. When something like this happens, you as a GM have a problem on your hands.

When such an event occurs, keep going with the game; try to resolve the current conflict or combat as quickly as possible so that the players can move on to addressing the problem of their dead ally. A PC death is often a great time to end the session, in fact, since you must come up with new plans for the rest of the party, and because it prevents the situation where one stays bored looking at the table while others are having fun.

If the player wishes to create a new character right after losing his previous one, let him do this at the table. In this case, that player need not sit around bored – the act of creating a new character is involving enough that you can continue to run the game for the surviving PCs, after all. Once the player's new character is done, let the other players take a 5 or 10 minute break while you step aside to talk to the player and learn about his new character, and to work with the player on a way to introduce the new PC into the game as quickly and seamlessly as possible.

One other thing that PC death can do is bloat surviving player treasure. If your group simply splits up the dead PC's gear or sells it, the surviving players can become obscenely over-geared for their level. If this doesn't bother you, you should at least work to ensure that the new PC has gear equal in power to that now possessed by the rest of the party. Otherwise either assume the dead PC's gear is buried with that PC, is delivered to any of his surviving kin or, in case it is divided by the surviving members of the party, make sure the next encounters award very little in treasure and wealth until the situation is stabilized.

Rolling dice: Some GMs prefer to roll all of their dice in front of the players, letting the results fall where they may. Others prefer to make all rolls behind a screen, hiding the results from the PCs so that, if they need to, they can fudge the dice results to make the game do what they want. Neither way is the "correct" way; choose whichever you wish, or even mix and match as feels right for you. Just remember that sometimes a roll might be all that stands between the death of a party and their success, and in such cases they might not trust the GM to roll the dice secretly. If this ever happens, just point out that if you roll in secrecy you can either help them or hurt them, while if you roll the dice in front of them you won't either help or hurt them.

The only time you should not reveal the results of a die roll to the player is when knowledge of the roll's result would give the player knowledge he shouldn't have. A good example of this is saving throws against effects that the player should necessarily realize his character has been exposed to (such as a disease or a subtle, long-acting poison), or a search check to spot a secret door that an elven PC might notice just in passing.

Troublesome players: Play the game long enough and eventually you'll find yourself with a troublemaking player – it's just an unfortunate fact of any pastime that involves multiple people interacting in a term-oriented event. To a certain extent, you can rely on other players to help mediate problems with a troublemaker, but sometimes you'll need to step in and ask the player in question to cease his inappropriate behavior. Don't be afraid to ask the troublemaker to leave the game session if he won't correct his behavior after a polite but firm request. If tempers are running hot among multiple players, don't hesitate to call the game session early and break up, giving the players time to cool down and get over the event.

Campaign journal: All GM should keep a campaign journal. This can be a simple folder containing stacks of paper, a three-ring binder, a pda, a computer, a tablet, a notebook, or anything else that you can keep notes in. Use this journal to record your thoughts and ideas related to the game as they happen, before, during and after the game session. As you continue to run campaigns, you'll doubtless need to expand your journal. Periodically, you should back up your journal, perhaps by copying the contents to a computer and saving them to a dvd, or maybe just by photocopying the contents and stashing the copy in a safe place. Nothing's more frustrating than losing 3 years of campaign notes due to a crashed hard drive or a natural disaster.

Campaign Tips

So now you have an adventure or two ready for your players to experience. While you can certainly keep these adventures as separate entities, and perhaps even have your player make new characters each time you start a new adventure, the most common type of campaign is one where players keep their same characters as they go from adventure to adventure, growing more powerful as they accumulate experience and wealth.

But what happens between adventures? What are the places that those adventures take place in? Who lives there and what do NPCs who don't take part in the adventure do? The answer to these questions and more comprise your or setting, and the specific progression of adventures your PCs undertake in this setting is known as a campaign.

Being a mass effect d20 conversion, this game assumes you are going to play in the mass effect universe. For that you can use information provided by the franchise itself, and you can even recreate the game's adventures. However, you are not forced to do so, since the franchise allows for many possibilities, both prior, during and after the events of mass effect 1, 2 and/or 3. You can decide whether or not some race changed after the war with the reapers, for example. Of you can decide how the first contact war between humans and turians was actually fought. For some, the most rewarding part of being a GM is the act of creating your own campaign setting and running it for your players.

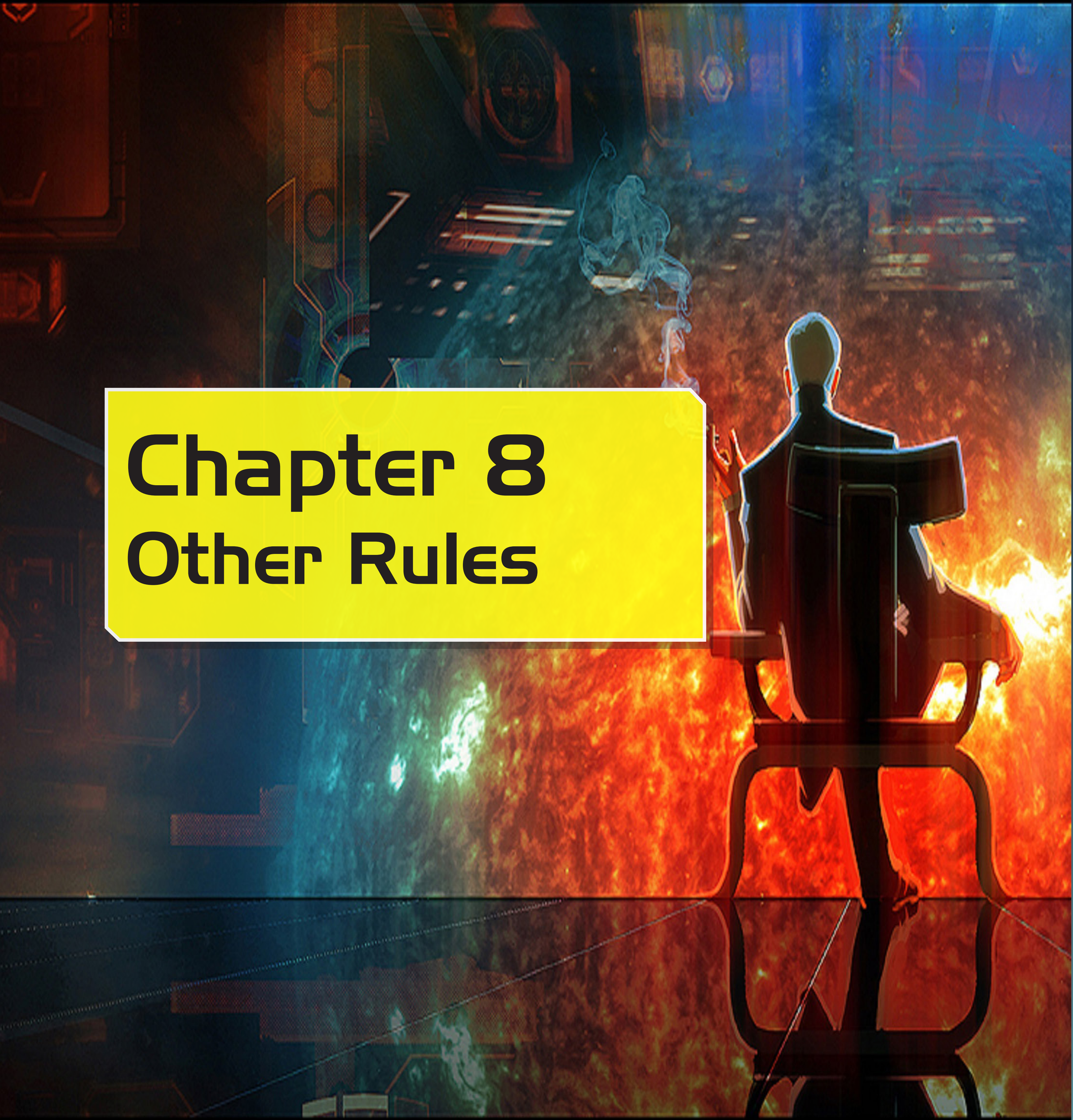
Still, the act of creating a setting can be overwhelming, especially given the sheer size of the mass effect universe (the entire Milky Way galaxy). Always do your best to support your setting with information from the franchise, as that is the one players will most likely be familiar with. It will also help you maintain consistency and improve your campaign.

Ending The Campaign

In this game, 20th level represents the top end of power most mortals can hope to achieve (though you can still gain new things after level 20th), yet this certainly doesn't mean that your needs to go all the way to 20th level.

If you aren't running an open-ended campaign where PCs set the pace and the goals, you should pick a level at which you wish your campaign's story arc to end. Talk this over with your players to make sure you're picking a level range that they're comfortable with as well.

If you are playing an open-ended campaign, you should keep in mind that characters will eventually reach level 20th and from there PCs will have a harder time gaining new features, feats and so on. This may eventually be boring as players won't get to experience many new things with their characters as often. When this happens, consider starting a new campaign.



Chapter 8

Other Rules

This section covers many other rules this game uses, but their application is not vital to the game. All of them serve to improve the game and bring more realism to it but may slow it down a bit or create more work for both the GM and the players. Any GM may decide whether or not he or she wishes to use them in their campaigns., though those not indicated as (Variant Rule) should be included whenever possible.

Losing Body Parts

In the Combat section is presented a system for critical hits directed to a specific body part but only refers on how to hit a specific area. In this section it is explained what happens when a critical hit affects the specified area.

A critical hit against a specific body part is only possible when a character obtains an Instant Kill Roll against the target. The result obtained in the d20 determines then the area affected by the critical hit (besides the effect described in this section, you also deal the normal critical hit damage):

Dice Result	Area Affected
1	Normal Critical
2-3	A random eye
4	A random ear
5	Main hand
6-7	Main arm
8	Off hand
9-10	Off arm
11-13	Torso
14-15	Right leg
16-17	Left leg
18-19	Face
20	Instant Death

If the result is 1, no additional effect.

If the result is 2 or 3, one of the eyes is hit and destroyed (randomly determine which). This loss of an eye causes the following permanent effects: 1 point of Constitution drain, penalty of -3 to attack rolls, penalty of -6 on Search and Spot checks, sight radius is reduced by 10ft, penalty of -1 to Defense.

When this loss occurs, it causes a bleeding effect of 3 HP. If the target has only one eye, he becomes blind with this loss.

If the result if 4, one of the ears is torn or cut (randomly determine which). This loss causes the following permanent effects: -6 on Listen checks, can't hear whispers, penalty of -1 to Defense.

When this loss occurs, it causes a bleeding effect of 1 HP.

If the result if 5, the main hand is severed or hurt in such way that becomes useless. This loss causes the following permanent effects: 1 point of Constitution drain, can't make attacks with the main hand, use weapons that require both hands to be used (heavy weapons included) or make skill checks that may require the use of both hands.

When this loss occurs, it causes bleeding effect of 3 HP. Unless stated otherwise, treat the main hand as being the right hand.

If the result is 6 or 7, the main arm is severed or hurt in such way that becomes useless. This loss causes the following permanent effects: 2 points of Constitution drain, 2 points of Strength drain, 1 point of Charisma drain, penalty of -2 to Defense and Attack rolls, can't make attacks with the main hand, use weapons that require both hands to be used (heavy weapons included) or make skill checks that may require the use of both hands.

When this loss occurs, it causes bleeding effect of 6 HP. Unless stated otherwise, treat the main arm as being the right arm.

This can only be achieved with slashing or piercing weapons. If you are wielding a bludgeoning weapon, treat this result as being a 6.

If the result if 8, the off-hand is severed or hurt in such way that becomes useless. This loss causes the following permanent effects: 1 point of Constitution drain, can't make attacks with the off-hand, use weapons that require both hands to be used (heavy weapons included) or make skill checks that may require the use of both hands.

When this loss occurs, it causes bleeding effect of 3 HP. Unless stated otherwise, treat the off-hand as being the left hand.

If the result is 9 or 10, the off arm is severed or hurt in such way that becomes useless. This loss causes the following permanent effects: 2 points of Constitution drain, 2 points of Strength drain, 1 point of Charisma drain, penalty of -2 to Defense and Attack rolls, can't make attacks with the off-hand, use weapons that require both hands to be used (heavy weapons included) or make skill checks that may require the use of both hands.

When this loss occurs, it causes bleeding effect of 6 HP. Unless stated otherwise, treat the off-arm as being the left arm.

If the result is 11, 12 or 13, the torso is punctured or cut deeply. This causes the following permanent effects: 2 points of Constitution drain, 1 points of Strength drain, 1 point of Charisma drain, target is overwhelmed by pain and falls to the ground as if prone, dropping any weapon it may have. The target must immediately make a Fort save DC 15 + critical multiplier of the weapon that hit him or becomes unconscious (enhanced fibers do not apply to this save).

When this occurs, it causes a bleeding effect of 10 HP.

If the result is 14 or 15, the right leg of the target is severed or hurt in such way that becomes useless. This loss causes the following permanent effects: 3 points of Constitution drain, 3 points of Dexterity drain, 1 point of Charisma drain, penalty of -3 to attack and drain rolls, the target is always prone, movement speed reduced to half, penalty of -10 to skills that require the use of legs (such as swim and climb), cannot perform Jump checks, lose Dexterity bonus to Defense.

When this loss occurs, it causes a bleeding effect of 6 HP.

If the result is 16 or 17, the left leg of the target is severed or hurt in such way that becomes useless. This loss causes the following permanent effects: 3 points of Constitution drain, 3 points of Dexterity drain, 1 point of Charisma drain, penalty of -3 to attack and drain rolls, the target is always prone, movement speed reduced to half, penalty of -10 to skills that require the use of legs (such as swim and climb), cannot perform Jump checks, lose Dexterity bonus to AC.

When this loss occurs, it causes a bleeding effect of 6 HP.

If the result is 18 or 19, the face is hit and scared. This causes the following permanent effects: 2 points of Charisma drain, bonus of +3 to intimidate checks, additional penalty of -3 to Diplomacy and Perform checks.

When this occurs, it causes a bleeding effect of 2 HP.

If the result is 20, then the target is instantly slain by having a vital organ hit or by being decapitated.

For every injury presented here that results in a broken bone, a Medi-Gel must be applied within 1d10 hours, with a successful First-Aid check DC 15, or that part of the body becomes infected and the character gains the Injury Infection disease. Applying the Medi-Gel after those hours and/or with a failed First-Aid check, results in the Injury Infection disease as well. Multiple injuries can result in multiple diseases.

You can also use these effects when a character loses the same body part but from another event such as a character losing his hand for having been caught stealing or a character losing his leg because a boulder fell on it and crushed it.

The ability damage dealt by these occurrences, with the exception of Constitution, cannot be reduced below 1.

Types of weapon and Instant Kill rolls

Not all weapons have the same effect on instant kill rolls. The effects presented are general effects that try to include every possibility. But a shot from a submachine gun isn't likely to remove an arm no matter where it hits. On the other hand, a blade weapon can easily cut off an arm. Impact effects, such as objects falling, falling damage or bludgeoning type weapons such as staves aren't likely to cut but rather break bones. As such, it is up to the GM's good sense to determine which type of effect it actually occurs (whether a bone is broken, a limb is severed, or just hit in places that render it useless until healed).

Healing Injured Body Parts

Healing a body part depends on what it has occurred to it.

Severed or removed: When a body part has been severed or removed there is little hope of recovering it. Usually, when that happens, only cybernetics can replace the lost body part.

Broken bone: When a body part has one of its bones broken, the healing process can be quite long but the character is also capable of making a full recovery. Healing bones can take weeks, even months. Every week, make a Medicine check (DC varies between 15 to 25 – GM's choice) and take note of the number of successes. Once the sum of successful Medicine checks reaches 12 – character's Constitution modifier, the bone is fully healed. In addition, once healed all the penalties from the injured body part are healed as well (including permanent damage to ability scores).

Rendered useless: When body part is rendered useless (because some nerve, muscle, bone, etc was hit), the character becomes unable to use that body part until it is healed. Healing requires a Medicine check (DC varies between 15 to 25 – GM's choice) made every week. Take note of the number of successes. Once the sum of successful Medicine checks reaches 12 – character's Constitution modifier, the bone is fully healed. In addition, once healed all the penalties from the injured body part are healed as well (including permanent damage to ability scores).

Morale (Variant Rule)

Some adventures can be quite frightening and deadly and many people, under the stress, can easily abandon their cause for one much more immediate: self-preservation.

A creature who begins to succumb to fear progresses down a slippery slope. First he becomes shaken, then so afraid that he runs from the battle. In extreme cases a creature might completely snap under the pressure, becoming a danger not only to himself but to his comrades. Only a charismatic leader can bring such a creature back into action.

Morale is a creature's defense against fear. This fact is simulated by the morale check, which is simply a term describing a DC 15 Will save against a fear effect. Any modifiers applying to Will saves (or against fear-based effects) function normally. Additional bonuses or penalties on the morale check are assessed based upon the conditions listed below.

Any bonus against fear effects apply normally on this check, and characters immune to fear are unaffected by morale.

Making Morale Checks

Typically, a creature must attempt a morale check on the first round that one of the following conditions applies:

Creature Takes 50% Damage: Once a creature's normal HP falls to 50% or less of its full normal HP,

Condition	Modifier[1]
Character has more renegade points than paragon points and is fighting alone	+2
Character is fatigued	-2
Character is exhausted	-5
Party (including nearby allies) is outnumbered 4:1	-5
Party (including nearby allies) is outnumbered 2:1	-2
Party (including nearby allies) outnumbers enemies 2:1	+2
Party (including nearby allies) outnumbers enemies 4:1	+5
Character has more paragon points than renegade points and is fighting alongside allies	+2
Character has someone very important nearby that he/she needs to protect	+2
Character has someone very important nearby that is dead and he/she needs to avenge	+2
Character is facing archenemy	+10

[1] These modifiers are cumulative

that creature must make a morale check.

Group Takes 50% Casualties: Creatures make a morale check if half or more of the comrades in their party are unable to fight, whether they're dead, unconscious, fleeing, paralyzed, or otherwise out of commission.

If a creature is required to attempt a morale check, it makes the check at the start of its turn, before it takes any other action. Depending on the situation, certain modifiers might apply to the check. (For the purpose of these modifiers, "nearby" is defined as in sight and within 120 feet, and when it refers to "party" it only refers to those members that unable to fight).

If the morale check succeeds, the creature can act normally. Each time a creature (or unit) fails a morale check, the morale condition of that creature (or the creatures of that unit) worsens by one category. Morale conditions are (see Apendix for more information on these conditions): shaken, frightened and panicked.

If a creature fails a morale check by 10 or more, the morale condition worsens by two categories. If a creature succeeds on a morale check by 10 or more, the morale condition actually improved by one category. This may lead a creature to actually improve their state to something better than "normal": the heartened condition.

Heartened: A heartened character has been encouraged and is confident of victory. Heartened characters gain a +1 morale bonus on Will saves against fear effects (including morale checks).

Panicked: Panicked is normally the worst morale condition; panicked creatures can't get any worse. However, strange things can happen on the battlefield when a soldier snaps. If a creature rolls a natural 1 on a morale check that would make it panicked, it becomes crazed instead.

d%	Crazed Effect
01-20	*Berserk:* the character makes a melee or ranged attack against the nearest living creature, or closes with that creature if he cannot attack (if two or more creatures are equidistant, choose randomly).
21-40	*Cowering:* frozen in fear, takes no actions, -2 penalty to Defense, loses Dex bonus.
41-60	*Dazed:* takes no actions.
61-80	*Deafened:* cannot hear, -4 initiative, no Listen checks
81-100	*Nauseated:* unable to attack, use powers, concentrate, or use any ability that requires one or more actions.

Crazed: If a creature rolls a 1 on a save that would make him panicked, he assumes one of the following conditions, determined randomly, instead of becoming panicked. This condition overrides the effects of the character's normal morale condition. It remains for the duration of the encounter plus one hour, or until the creature's morale improves to shaken (or better). If a crazed creature's condition is removed through some other effect, treat the creature as panicked. Crazed creatures count as panicked for the purpose of rally check DCs.

A character can use Aid Another to help a character improve his morale. To do that, it must be able to touch the character (usually by holding the shoulders or shaking him) and succeed on a Charisma check DC 10. If successful, the affected character can immediately make a new morale check with a +2 bonus.

Several characters can perform this special Aid Another to one single character in the same round.

Additional Situations Where Morale Might Apply

Though the two situations presented above are the most common ones when Morale checks are required, the GM can decide to apply Morale checks to any situation he desires, so long as it makes sense. A frightening scenario, such as a mysterious ship that lost its crew for no apparent reason, or very dark and ancient ruins with creepy sounds at every corner are possible examples. It is up to the GM to decide, but here are presented a few more:

- When a Banshee wails (see Reaper Ground Forces).
- When a Thresher Maw surprises the characters.
- When a character dies to the acid of a Thresher Maw.
- When a Brute charges.
- Seeing multiple huge explosions (explosions of Biotic or Tech powers do not count for this purposes) that occur very near (60 ft or less).
- When someone dear to the character dies.
- Character is suppressed by heavy gunfire.
- Ally dies a horrible death (burnt to death, impaled by a banshee, crushed by an Atlas, stabbed and

decapitated by a Praetorian etc).

- Character or ally is suffering intense pain (neural shock, flames etc).
- Characters is fighting an ally (who is affected by Dominate or AI Hacking).
- Character is fighting Reaper creatures of his own race.
- Ally is turned into a husk or similar.

Rally Checks

Once morale begins to degrade, the best course of action is for a charismatic character to rally the troops with a few stirring words. This is accomplished by making a rally check, which requires a normal action by any creature that currently has a morale condition of normal or better.

To make a rally check, a character rolls 1d20 and adds her Charisma modifier (the GM may determine that those with a military or social rank gain a bonus on this check. For example, Sergeants could gain a +1 bonus on this check while Generals a +10), if any. A single check allows a character to try to rally any comrades within line of sight and earshot (see the description of the Listen skill). The character making the rally check must be able to speak and those to be affected must be able to hear.

A creature can be subject to only one rally check attempt per round. Unsuccessful rally attempts make that target more difficult to rally (see Rally Check Modifiers, below).

Use the table below to determine the effectiveness of a rally attempt. The numbers in the table indicate the rally check result required to achieve the new morale condition. In some situations, modifiers might apply to the rally check. For example, troops that are panicked can be made frightened with a successful DC 20 rally check. Those same troops can then be made heartened in a later round with a DC 30 rally check.

The Prebattle Rally Check: Before the battle begins, the leader of a military unit can make a rally check to improve the troops' morale condition. This is similar to a normal rally check but takes at least 1 minute to deliver. (The most stirring example of this is the "Band of Brothers" speech in Shakespeare's Henry V.)

This rally check affects everyone who can see and hear the leader. It cannot be retried, either by that leader or another character. In other words, a leader only gets one chance to inspire the troops with a speech. That's why armies with charismatic generals try to get as many soldiers as possible to listen to a single speech.

Initial Morale Condition	New Morale Condition			
	Frightened	Shaken	Normal	Heartened
Panicked	20	25	30	40
Frightened	–	20	25	30
Shaken	–	–	20	25
Normal[1]	–	–	–	20

[1] Can only be attempted before the battle (see below)

Rally Check Modifiers

Condition	Modifier[1]
At least one failed rally check within last minute	-2
Rallying character is at half normal HP or below	-2
Enemy troops within line of sight are fleeing	+2
Rallying character has 5 or more ranks in Diplomacy or Intimidate	+2
Rallying character has 15 or more ranks in Diplomacy or Intimidate	+5
No enemies within line of sight	+5

[1] These modifiers are cumulative

Armies with less compelling top brass rely on the exhortations of junior officers and sergeants to inspire the soldiers under their command.

Characters can't take 10 on rally checks.

Retraining

There are times when a player may feel he has made the wrong choice in previous levels, regarding his character's powers, skills and feats. Normally, when that happens, the player is forced to keep playing with his mistake, but this can ruin the game for him, or at least take away some of the fun. This section covers rules to prevent that from happening, and to allow characters more versatility, so they learn new tricks while forgetting old ones.

The cost and time it requires for a character to retrain are given in the following table:

Feat Retraining

Sometimes a given feat seems like a great choice but it doesn't work for your character in practice. Maybe an early feat choice reflected the character's personality and style, but a little experience changed his outlook. Or maybe you just don't find the feat useful for your character anymore has he might have gained new abilities and feats that make the previous one irrelevant.

Retraining:	Time	Credits Cost
One feat	2 weeks	500 credits
One skill point	5 days	50 credits
One power rank	3 days + number of rank lost	1000 credits × number of rank lost

The Process

You can exchange one of the feats you previously selected for another feat. If the new feat has prerequisites, not only must your character meet them in his current state, but you must also be able to show that he met them at the time you chose the previous feat.

If the feat was gained through Unique Specializations, you cannot choose to lose that feat and gain a power with that Unique Specialization.

Example: A 6th level Soldier couldn't trade the Dodge feat he chose at 3rd level for Improved Critical because he doesn't currently meet a prerequisite for the latter feat (base attack bonus +8). Now imagine the Soldier used the He also couldn't trade that Dodge feat for Mobility for he is losing one of the prerequisites (the Dodge feat). If, for example, that Soldier used his 6th level attribute point to increase his Dex to 16, he couldn't trade the Dodge feat for the Double Jointed feat because he couldn't meet the prerequisites for the new feat at 3rd level (at that level his Dex was only 15).

Skill Retraining

Some skills that are particularly valuable at lower levels become less useful later on, and vice versa. Whether your character has skill ranks that aren't as needed as they once were, or you just want to adapt the character to new challenges, skill retraining provides a simple method of adjusting your character's capabilities in a small but measurable way.

The Process

Subtract one skill point from a skill in which you have more than 1 ranks (thus losing skill ranks on that skill) and use it to buy ranks in another skill (can be a cross-class skill). You cannot, however, reduce the number of ranks in one skill below 1 seeing as you never completely forget your older skills.

If when removing skill points makes you lose the prerequisites for powers or feats, you cannot use those powers or feats until the prerequisites are met again. If losing the skill points makes you lose prerequisites for other skills, you do not lose any skill rank you have on those skills but you cannot place more skill points in them until you have met the prerequisites once more.

Power Retraining

Some powers may seem valuable at lower levels, but then prove useless to how you built your character later on. Retraining powers requires the character to learn new knowledge, undergo some physiologic training and maybe even alter his omni-tool or bio-amp.

The Process

Lose one rank in a power to gain one rank in another power of the same type (so if you lose one rank from a Biotic power you can only gain one new rank in another Biotic power). You must meet the prerequisites for the new rank.

If removing a rank in a specific power makes you lose the prerequisites for other powers, you cannot use those other powers until the prerequisites are met again.

If you are retraining ranks gained through Unique Specializations, then you can use them to gain ranks in other types of power (example: if you only have the rank 1 in Warp, gained through a Unique Specialization, you can retrain it to gain a rank in a Tech or Combat power, or another Biotic power as well). Losing ranks granted by Unique Specializations will remove the "unique" feature if the power loses all its ranks. You cannot use retraining to lose that rank and gain a feat with that Unique Specialization.

Character Flaws (Variant Rule)

Flaws are like the flip side of feats. While a feat enables a character to be better than normal at performing a task (or even to do some abilities), a flaw restricts a character's capabilities or imposes a penalty of some sort.

A player may select up to two flaws when creating a character. After 1st level, a character cannot take on additional flaws unless the GM specifically allows it.

Flaws are entirely negative in their impact on a character's capabilities. Flaws, however, have a beneficial impact on a character. The player gains a bonus feat for each flaw he has.

Since players would usually choose flaws that don't affect their characters much, GMs are advised to implement some system that provides random flaws, to determine yourselves which flaws a character has or to use the random flaw guidelines provided below.

All Flaws present here are divided into two groups: the first group present various Flaws that should be randomly determined; the second presents Flaws which the players can choose by themselves. A character can have one from either group, two from the same group or one from each group, at character creation. The difference between groups is due to the second one presenting Flaws that greatly affect the roleplay and background of the character and may allow for possible campaign hooks; while the first group only has Flaws that affect the game mechanics and rarely the roleplay (if left to choice, a player will always select one of these Flaws while ensuring his character is not hurt by taking the Flaw, thus destroying the concept of this variant rule).

Note: Only organics can select Flaws.

Flaw Description

Each of the flaws described here has a specific game effect. Some flaws can only be taken by a character who meets a special requirement.

If the character cannot take a Flaw that was randomly determined (because he lacks the special requirements) he must try again until another one is selected.

First Group

First Group (should be determined randomly)

This group possesses 12 Flaws. Use a d12 to randomly determine the flaws, numbering them from 1 to 12.

Feeble

You are unathletic and uncoordinated.

Effect: You take a –2 penalty on Strength-, Dexterity-, and Constitution-based ability checks and skill checks.

Frail

You are thin and weak of frame.

Effect: Subtract 1 from the number of hit points you gain at each level. This flaw can reduce the number of hit points you gain to 0 (but not below).

Special: You must have a Constitution of 4 or higher to take this flaw.

Inattentive

You are particularly unaware of your surroundings.

Effect: You take a -4 penalty on Listen and Spot checks

Meager Fortitude

You are sickly and weak of stomach.

Effect: You take a -3 penalty on Fortitude saves

Murky-Eyed

Your vision is obscured.

Effect: In combat, every time you attack an opponent that has concealment, roll your miss chance twice. If either or both results indicate that you miss, your attack fails. Opponents gain a +2 bonus to Defense when they have cover but only against you.

Noncombatant

You are relatively inept at melee combat.

Effect: You take a -3 penalty on all melee attack rolls.

Pathetic

You are weaker in an attribute than you should be.

Effect: Reduce one of your ability scores by 1.

Special: You cannot take this flaw if the total of your ability modifiers is 8 or higher.

Poor Reflexes

Your reflexes are poorer than most.

Effect: You take a -3 penalty on Reflex saves.

Shaky

You are relatively poor at ranged combat.

Effect: You take a -3 penalty on all ranged attack rolls.

Slow

You move exceptionally slowly.

Effect: Your base land speed is halved (round down to the nearest 5-foot interval).

Special: You must have a base land speed of at least 20 feet to take this flaw.

Unreactive

You are slow to react to danger.

Effect: You take a -5 penalty on initiative checks.

Weak Will

You are highly suggestible and easily duped.

Effect: You take a -3 penalty on Will saves

Second Group

Second Group (players may select from this group, unless the GM states otherwise)

This group possesses 8 Flaws.

Antisocial

Few things bother you as much as the idea of having to deal with other socially.

Effect: You take a -3 penalty on Charisma-based skill checks. In addition, social gatherings/events/parties tend to annoy you. When spending more than 10 minutes in one, you must make a Charisma check each minute (situation determines DC – the more crowded the gathering/party/event, the higher the DC – but it usually is between 10 to 15). Failure forces you to either leave or start a fight with the nearest person. For each additional check beyond the first, you increase the DC by 1.

Bad Fortune

For some reason, luck is not on your side.

Effect: If you have the ability to make luck rerolls, you lose one such reroll (this cannot reduce the number of luck rerolls per day to 0). Additionally, each per game session, the GM may decree that your bad luck strikes, forcing you to reroll any roll and take the worst result (he may decide that he is the one to roll this reroll but he must do so in plain sight). The GM can do this up to 3 times per game session.

Can't Lie

You have tremendous difficulty in lying or fooling others.

Effect: You take a -10 penalty on all Bluff checks. When you see someone you know lying to another PC/NPC, you must make a Charisma check (situation determines DC – the more serious the lie, the higher the DC – but it usually is between 10 to 15), or you must immediately expose the lie.

Contrary

You are unable to remain neutral about anything and something inside you compels you to act or have an opinion about everything you encounter.

Effect: In tense situations, you are forced to always act or say your opinion unless you pass a Charisma check (situation determines DC – the more tense the situation the higher the DC – but it usually is between 10 to 15). Failure forces you to act or say your opinion regardless of the consequences. Success, however, forces you to contain yourself and not speak your opinion.

Coward

In your heart, you do not have the resolve shown by those around you are easily scared.

Effect: You gain a -4 penalty on saves against fear effects and on Sense Motive checks. Additionally, you are considered having only 1/2 your total HD when determining if you can be targeted by a fear effect or not. Your HD is also reduced to 1/2 when making checks to resist being Intimidated by another character.

Gullible

You have an unshakable faith in others, or you are just naïve enough to believe in almost everything you are told.

Effect: You take a -10 penalty on all Sense Motive checks.

Lost Love

You once knew true love, but now it's gone.

Effect: You tend to have fits of melancholy whenever something, or someone, reminds you of your lost love. The subject of this love has died for some reason. Whenever you are reminded of your lost love (either by visiting some place that reminds you of him or her, or by seeing another couple in love), you become distracted taking a -3 penalties on all rolls for 1 hour. If you were the one that caused the death of your lost love (by refusing to drop your weapons facing bandits that were threatening his or her life and ending up in getting him or her killed), the penalty is instead -5.

Missing Eye

For some reason, you have one less functioning eye.

Effect: You gain a -6 on all Spot and Search, your sight radius is reduced by 10 ft (this includes any special sight such as nightvision) and you have a penalty of -3 to attack rolls and of -1 to Defense.

Research

With access to laboratories a character is capable is researching special upgrades that can greatly improve his chances of success in his quest.

Researches require four things: access to a lab, specific research projects (either bought or found), resources to finish the research, and someone with the right Research skill.

Labs either exist in ships or specific facilities. However, using one the squad does not own carries costs, usually equal to 1% the price of the research per day per character working on the research. So 10 characters working on the same research would make the cost of using a lab they don't own by 10% the price of the research per day.

Research Projects serve as blueprints prints for the research. Without one it is impossible to acquire the research, no matter own many resources the squad has. Once the squad has a research project, they can start to research it to gain its benefits.

Resources are essential for any research. They are the raw materials necessary for the research to come to life. Without the necessary resources, the squad cannot work on a research project.

In order to work on a research project, the squad needs someone with the right Research Skill. Without such skill it is impossible to work on a research project. To know how long it takes to finish the work on a research project, the characters working on the research (8 hours of work per day) must make a Research check and multiply the result by 100 (thus, having no ranks in the right Research Skill makes it impossible to advance even a little). Add each result until the sum equals the amount of credits needed to purchase the indicated research project. Once that happens, the research project is complete and the squad immediately gains its benefits.

The party can hire researchers, as indicated in the Research Skill description, and there can be more than 1 character working on the same research. However, not all facilities may be equipped to support any number of researchers. Small laboratories, like those found inside a ship like the Normandy SR2 only have room for 1 or 2 researchers, while entire research stations can accommodate dozens of researchers at a time. It is up to the GM (or the ship's laboratory) to decide how many researchers can work on a specific lab at the same time.

Note: When a research project mentions "squad" it means refers only to the PCs. No NPC should benefit from Research projects.

Research Projects for Assault Rifles

Tungsten Jacket

The slugs' tungsten content is increased, and the weapon's computer is recalibrated, improving penetration of heavily armored targets. A phasic envelope surrounds each slug before it is fired at a target. This disrupts any mass effect field protecting the target, resulting in better penetration.

Research Project Cost: 45.000 credits

Benefit: Upgrades assault rifles for your entire squad. Shots with assault rifles gain a +1 damage bonus against Platting, Shields and biotic Barriers.

Resources needed: 15.000 Iridium

Research Skill Needed: Engineering

Targeting VI

A smart targeting module calculates and compensates for minute barrel movements, weather, and the environment. Firing on a target in a howling gale feels the same as it does on a calm day on a practice range. Smart targeting does not mean the bullet will automatically find the mark every time the trigger is pulled; it only makes it easier for the marksman to aim.

Research Project Cost: 75.000 credits

Benefit: Upgrades assault rifles for your entire squad. Shots with assault rifles gain a +1 attack bonus.

Resources needed: 25.000 Iridium

Research Skill Needed: Electronics

Research Projects for Pistols

Sabot Jacketing

Increasing the tungsten content of slugs and recalibrating the weapon's computer improves penetration of heavily armored targets.

Research Project Cost: 45.000 credits

Benefit: Upgrades pistols for your entire squad. Shots with pistols gain a +2 damage bonus against Platting.

Resources needed: 15.000 Palladium

Research Skill Needed: Engineering

Smart Rounds

Scientists have prototyped a modification to the traditional smart-targeting module commonly incorporated into high-end weaponry. While this technology is commonly used to compensate for wind and recoil, it was adapted to slightly deflect rounds to strike a more vital part of an enemy.

Research Project Cost: 75.000 credits

Benefit: Upgrades pistols for your entire squad. Shots with pistols have their critical multiplier increased by 1.

Resources needed: 25.000 Palladium

Research Skill Needed: Electronics

Research Projects for Shotguns

Microphasic Pulse

With the addition of a phasic module to the mass effect field generator, each slug is encased in a phasic envelope before it is fired at a target. This disrupts any mass effect field protecting the target, resulting in superior penetration.

Research Project Cost: 45.000 credits

Benefit: Upgrades shotguns for your entire squad. Shots with shotguns gain a +2 damage bonus against Shields and biotic Barriers.

Resources needed: 15.000 Platinum

Research Skill Needed: Engineering

Thermal Sink

More efficient heat-sink materials improve the absorption an dissipation of heat. Allows for smaller, easier-to-carry heat sinks.

Research Project Cost: 75.000 credits

Benefit: Upgrades shotguns for your entire squad. Shotguns have their clips increased by 1.

Resources needed: 25.000 Platinum

Research Skill Needed: Engineering

Research Projects for Sniper Rifles

Tungsten Sabot Jacket

Increasing the tungsten content of slugs and recalibrating the weapon's computer greatly improves penetration against heavily armored targets.

Research Project Cost: 45.000 credits

Benefit: Upgrades sniper rifles for your entire squad. Shots with sniper rifles gain a +4 damage bonus against Platting.

Resources needed: 15.000 Platinum

Research Skill Needed: Engineering

Advanced Targeting VI

Normandy's scientists have prototyped a modification to the traditional smart-targeting module commonly incorporated into high-end weaponry. While this technology is normally used to compensate for wind and recoil, it was adapted to slightly deflect rounds to strike a more vital part of an enemy's head.

Research Project Cost: 75.000 credits

Benefit: Upgrades sniper rifles for your entire squad. Shots with sniper rifles have their critical threat range increased by 1.

Resources needed: 25.000 Platinum

Research Skill Needed: Electronics

Research Projects for Submachine Guns

Phasic Jacketing

A module in the mass effect field generator creates a phasic envelope around each slug before it is fired at a target. This disrupts any mass effect field protecting the target, resulting in superior penetration.

Research Project Cost: 45.000 credits

Benefit: Upgrades submachine guns for your entire squad. Shots with submachine guns gain a +2 damage bonus against Shields and biotic Barriers.

Resources needed: 15.000 Iridium

Research Skill Needed: Engineering

Heat Sink Capacity

More efficient heat-sink materials improve the absorption and dissipation heat. Allows for smaller, easier-to-carry heat sinks.

Research Project Cost: 75.000 credits

Benefit: Upgrades submachine guns for your entire squad. Submachine guns have their clips increased by 2.

Resources needed: 25.000 Iridium

Research Skill Needed: Engineering

Research Projects for Armor

Ablative VI (1 to 5)

This comprehensive system upgrade offers improved protection for all squad members, regardless of team members' individual defensive strategies.

Research Project Cost: 15.000/22.500/30.000/37.500/45.000 credits

Benefit: Upgrades armor shields for your entire squad. Base armor shields are increased by 10% per upgrade (maximum of +50% with Ablative VI 5).

Resources needed: 5.000/7.500/10.000/12.500/15.000 Palladium

Research Skill Needed: Electronics

Nanocrystal Shields

Initially developed by Cerberus by studying geth shield technology, this technology makes shields stronger and more capable of resisting incoming projectiles.

Research Project Cost: 75.000 credits

Benefit: Upgrades armor shields for your entire squad. Shields provided by base armor and tech powers (but not biotic powers) now reduce damage taken from each shot by 1.

Resources needed: 25.000 Palladium

Research Skill Needed: Physics

Lattice Shunting (1 to 5)

Strong synthetic fibers can be woven through the inner layers of any armor, reducing damage taken from most attacks.

Research Project Cost: 15.000/22.500/30.000/37.500/45.000 credits

Benefit: Upgrades armor for your entire squad. When using armors, characters gain +1 HP per level per upgrade (maximum +5 HP per level with Lattice Shunting 5)

Resources needed: 2,500/5,000/7,500/10,000/12,500 Palladium

Research Skill Needed: Engineering

Research Projects for Biotic Amps

Smart Amplifier

Generating a mass effect field requires significant concentration. After generating a field, all biotics require some rest before they have the mental focus and clarity to generate another. By tracking neural activity and recognizing the individual patterns of the user, the amp can better interpret the kind of field the biotic wishes to generate. This requires less focus when generating fields and reduces "cooldown" time.

Research Project Cost: 25.000 credits

Benefit: Upgrades biotic amps for your entire squad. Characters using biotic amps have the cooldown of their biotic powers reduced by 1 action (to a minimum of 1 action)

Resources needed: 5.000 Element Zero

Research Skill Needed: Quantum Physics

Hyper-Amp (1 to 5)

Standard firmware shipping with bio-amps is designed to work with a variety of alien races and nervous systems. By hacking this firmware to relax built in safety protocols, more powerful mass effect fields can be generated. Each hack must be done carefully, tuned to the individual's nervous system, or there's risk of nervous system damage, sensation loss, or blindness.

Research Project Cost: 2.500/5.000/7.500/10.000/12.500 credits

Benefit: Upgrades biotic amps for your entire squad. Characters using biotic amps deal extra +1 for each damage dice of the power per upgrade. Powers with fixed damage, like Flare, deal extra +5% damage per upgrade.

Resources needed: 550/1.100/1.650/2.200/2.750 Element Zero

Research Skill Needed: Quantum Physics

Neural Mask

Maintaining a single mass effect field requires continual concentration. By measuring and replicating neural system activity, this upgrade enables the user to maintain mass effect fields with less effort.

Research Project Cost: 15.000 credits

Benefit: Upgrades biotic amps for your entire squad. Characters using biotic amps have the duration of their biotic powers increased by 1 action.

Resources needed: 3.000 Element Zero

Research Skill Needed: Quantum Physics

Research Projects for Omni-Tools

Hydra Module

Most omni-tools are tuned to have an effective life span of 10 years or more for precision work, and up to 50 for more general tasks. Disabling most safety protocols and installing an experimental power core improves efficiency but reduces the expected operating life span by a factor of 20.

Research Project Cost: 25.000 credits

Benefit: Upgrades omni-tools for your entire squad. Characters using tech powers have the cooldown of their tech powers reduced by 1 action (to a minimum of 1 action)

Resources needed: 5.000 Element Zero

Research Skill Needed: Electronics

Multicore Amplifier (1 to 5)

Standard omni-tools are calibrated with a wide neural input tolerance range so they can be used effectively by any race. By tuning the inputs of the omni-tool to match the specific neural patterns of the user, responsiveness and power can be greatly increased. Once tuned in this manner, the omni-tool is almost unusable by anyone but the wearer, and it must be constantly re-calibrated to subtle neural shifts.

Research Project Cost: 2.500/5.000/7.500/10.000/12.500 credits

Benefit: Upgrades omni-tools for your entire squad. Characters using tech powers deal extra +1 bonus damage with their tech powers (that deal damage directly to characters) per upgrade (to a maximum of +5 bonus damage with Multicore Amplifier 5)

Resources needed: 500/1.000/1.500/2.000/2.500 Element Zero

Research Skill Needed: Electronics

Custom Heuristics

Traditional omni-tools are tuned for precise and delicate work. Eclipse engineers tune their omni-tools in an opposite manner, focusing on quickly releasing raw energy, but rendering them incapable of performing delicate work without swapping in an alternate tool. Cerberus has prototyped a multiple-operating system approach that should allow one omni-tool to run dozens of configurations, with instantaneous swapping as the user switches tasks. This should result in better performance at each individual task.

Research Project Cost: 15.000 credits

Benefit: Upgrades omni-tools for your entire squad. Characters using tech powers have the duration of their tech powers increased by 1 action.

Resources needed: 3.000 Element Zero

Research Skill Needed: Electronics

Research Projects for Other Equipment

Improved Invisibility Cloak

By improving the inbuilt batteries of an invisibility cloak, it becomes able to maintain its light reflectors active for much longer, and to re-use it quickly.

Research Project Cost: 25.000 credits

Benefit: Increases the duration and reduces the cooldown of the Invisibility Cloak item by 50%. In addition, if the invisibility is broken due to an offensive action or interaction with an electric system or computer, the cloak can be immediately activated afterwards with one action.

Resources needed: 10.000 Palladium

Research Skill Needed: Engineering

Improved Jump Jets

By improving the inbuilt batteries of a jump jet, it becomes able to fly for a longer distance.

Research Project Cost: 15.000 credits

Benefit: Increases the distance worth of flight of a jump jet by 50%.

Resources needed: 8.000 Palladium

Research Skill Needed: Engineering

Character Traits (Variant Rule)

Roleplaying a character different than us is hard, especially when that character is not human. Some players, especially inexperienced ones, may have a harder time "acting in character" and won't always know how their character would truly react in a given situation. And even when players are experienced, there are always situations when they become divided, not truly knowing how their character would react in a situation where there was a strong and personal conflict of interests

This variant rule exists to help with that issue by introducing game mechanics that quantify character traits, allowing GMs and players to break certain indecisions as to how a character would act. It can also provide guidelines to the general behavior of a character, and ensures emotions and behaviors have a stronger impact on the game.

Using Traits

At any point during the game, the GM may require a character to make a Trait check. This is usually done whenever a trait of the character may be tested or not. Situations such as moral discussions, temptations, moments of tension between people are a few examples of situations when such tests might be required. In those situations, making a Trait check will decide the general behavior of the character in that situation.

Please note the traits merely indicate the general behavior, it is up to the player to determine the details of his social interaction. That is, if he makes a succcess Valorous trait check, this doesn't mean he will offer himself to charge into battle without a care in the world, it merely means he will be generally brave and won't react well to underhanded or "below-the-belt" tactics.

Whenever a Trait check is required, roll a d20 and add the Trait's value as a modifier. The GM may decide to give some, depending on the situation at hand (usually a bonus from +1 to +5 or a penalty from -1 to -5).The objective is to obtain a result in the Trait check that is equal or higher than 20 (this is the DC for a Trait check). So if a character has a 16 in the Generous trait, when making a Generous Trait check the character will roll a d20, add +16 and gains a success if the total result equals or beats the DC.

In a Trait check, there are also critical successes and critical failures:

Critical Success: By scoring a natural 20 on the roll, regardless of the Trait's value.

Success: By scoring a total result that is equal or higher than 20.

Failure: By scoring a total result that is lower than 20.

Critical Failure: By scoring a natural 1 on the roll, regardless of the Trait's value.

Trait check result	Effect
Critical Success	Act strongly according to the Trait. Increase that trait's value by 1, decrease the opposite trait by 1.
Success	Act according to the Trait. Depending on the situation, the GM may decide to move one point from to opposite trait to that one.
Failure	Make a Trait check for the opposite trait. If successful, act accordingly. If failure, player decides how to act
Critical Failure	Act strongly according to the opposite Trait. Increase the opposite trait's value by 1, decrease the trait first tested by 1.

Because traits represent a character's subconscious behavior they tend to have opposites. But doesn't mean the character can't have both Traits with a high value. Much like Paragon and Renegate morality, having a high value on a given Trait doesn't prevent the character from also having a high value on the opposite Trait. Example: a character can be both cruel and merciful at the same time. Example: a modest person can be extremely proud. This is even more true if specific situations are taken into consideration. Example: a vigilante might be merciful against inocent people who were forced into the life of crime but be extremely cruel against criminals who refuse to leave that life.

However, when creating a character opposite Traits affect each other. See Starting Traits below.

When making a Trait check, the check is made against the opposite Trait, as if determining which side of the character's behavior will dictate the action. The results of the trait check are presented in the table.

Example of Test: When Shepard aided Garrus in finding Dr. Saleon, a salarian geneticist that was using people to grow organs inside and then sell them to the black market, Garrus had to make a Trait check to decide how to act when facing the salarian. Because Shepard had often spoken to Garrus about the difference between justice and vengeance, he was unsure on how to act so the GM asks for a Vengeful trait check, and gives him a -3 penalty reflecting Shepard's words on the subject. Garrus, that has Vengeful 15. He then rolls a 6 on the Trait check. Adding +15 (Garrus' Vengeful

Trait) he gets a total result of 21. Though this would normally result in a success, the -3 penalty reduces the result to 18, which is a failure. Garrus must then make a Forgiving trait check, (he has Forgiving 5). He rolls a 13, a failure once more. Divided and still unsure on how to act, Garrus opts to let Shepard decide what to do, even if he is unsure what the best choice in that situation is.

Traits and Morality

Certain traits combine well with Paragon and Renegade behavior, and depending on the situation acting according to one trait may actually provide points in one of those morality paths. But players can use this connection between traits and morality to their own advantage. Prior or during a roleplay where certain Trait checks are required, the player can ask the GM for a bonus on a trait check but only if he acts in a Paragon/Renegade way. For example, he may say "I will have my character act in a more aggressive way (renegade), by shooting the captured enemy in the foot, to gain a bonus on my Cruel Trait check". In this situation, the GM should indeed provide a bonus on the Trait check. Situation dictates the possibility and size of the bonus.

Traits and Players

Generally players have in mind how their characters act and that translates in their choice of values for their character Traits. But there are times when they want their characters to act differently. Sometimes they might even want their characters to act in a completely opposite way to their character's normal behavior. Those situations are a great example of when the players can ask for a Trait check.

The problem of traits is that is may take away some control of a player's character, especially when it is the GM asking for a Trait check. Although the GM has the ultimate control over the game, acting in a dictatorial way may cause tensions between him and the players. Instead, both parts should try to best explain their opinions on the issue at hand, and if necessary the GM may even provide a small XP bonus whenever he asks for a Trait check (such as +100 XP for a Trait check).

Warning for GMs

Because Traits are purely roleplaying mechanics, some players may start to use them to replace roleplay (similar to what may happen with social skills like Diplomacy). Instead of actually roleplaying, some players will just want to make a few Trait checks combined with skill checks and let that decide the outcome of a social interaction. **Do not let them.** Traits serve merely to provide an indication on how players should roleplay their characters on a given situation, they should not be used to replace roleplay. So when a character makes a Trait check, remind the player the trait check merely indicates the character's general behavior, and that you want him to roleplay accordingly. Failing to do this will turn this roleplaying game into nothing more than a dice-throwing game.

Traits and Skills

Sometimes using a Trait check may provide bonuses on certain skills, especially social skills such as Diplomacy, Intimidate and Sense Motive.

Trait against Trait

Sometimes a Trait is not just tested against alone, but against another Trait that has impact in the situation at hand. In such cases, roll normally for each trait and act according to the one with the higher result, even if it was a failure (in case of a tie, roll a dice to break it).

Example of Trait Conflict: When on Illium, investigating the death of a volus merchant in an Eclipse hideout, Shepard finds a young asari mercenary that claims to be innocent of the group's criminal activities. She claims she didn't know how Eclipse acted, that she innocently thought it would be cool to be among their ranks but that she regrets it now. Though he finds the whole situation suspect, Shepard is unsure whether or not he should spare the asari. The GM then asks Shepard to test his Just 13 (which would have him act on the assumption "she is clearly a criminal") against his Merciful 8 (which would have him act on the assumption "she is just confused and deserves a second chance"). He easily attains a success with a result of 26 for the Just Trait check and a result of 21 for the Merciful Trait check. Though both are successes, the Merciful Trait check had a lowest result, and so Shepard acts mercifully and allows her to go free.

Later on Shepard discovers the young asari he allowed to escape was actually the one that killed the volus, and that she enjoyed doing it. After discovering this information, Shepard regrets his decision and the GM asks he increases his trait,Arbitrary by 1 since failing to act according to the Just trait led to a situation where a criminal walked free just because he felt merciful instead of acting impartially to his emotions.

Trait Contest

Sometimes characters may be faced with a dispute of traits with other characters. In these situations players are likely to want Trait checks since it takes away some of the control from the GM, as the result of the dispute is no longer on the GM's hands but rather on the rules'. It basically ensures the reactions of certain NPCs are not tied to the GM's will but rather to a game mechanism. Again, like in Traits against Traits, the highest result wins.

Example of Trait Contest: While in Tuchanka, Shepard tries to convince the Urdnot Shaman to allow young Grunt to perform the Rite of Passage, even though he was created in a lab and not naturally born. For that, he'll have to convince the Shaman that Grunt is worthy and that he has a krant (people willing to

fight and die for him) made of Shepard and his colleagues, thus proving him even more worthy. But there is a traditionalist krogan, Gatatog Uvenk, that opposes them. Shepard then tests his Honest 12 against Gatatog's Proud 16, but because krogan society cares little for honesty and politeness, the GM gives Shepard a -2 penalty. Shepard obtains a result of 22 and Gatatog of 27, both successes, but the rival krogan had a higher value so he manages to keep the upper hand, insulting Shepard for his words and weak posture, as well as gaining some of the Shaman's support.

Realizing a modest behavior won't win him any friends in there, Shepard asks for a +5 bonus in Proud for using Renegade behavior to act aggressively to deal with the situation, by head butting Gatatog. So he tests his Proud 6 against Gatatog's Proud 16. The rival krogan obtains a result of 18, a failure, and Shepard a result of 28 (already including the +5 bonus), a success. Because of this Gatatog is not only head butted but the Shaman completely dismisses his case and accepts Shepard has Grunt's krant.

Strong Traits

A character may have strong feelings about something in particular, that may alter his traits depending on the situation. Those strong feelings are represented as Strong Traits and are defined in a character's background.

In situations when Strong Traits may alter a character's actions or perceptions, add the value of the Strong Trait to the Trait check. Here are a few examples of Strong Traits:

- Alcoholic: you don't know when to stop drinking. Add the value of this Strong Trait to Indulgent Trait checks when dealing with alcoholic drinks.
- Alien Mistrust (alien race): you don't trust the word of other creatures that are not of your race. Add the value of this Strong Trait on Suspicious Trait checks when dealing with creatures that are not of your race.
- Azure: you lust for asari. Add the value of this Strong Trait on Lustful checks when dealing with asari.

Strong Traits usually have a value that ranges between 1 to 1d4+1.

Trait Descriptions

The following section presents traits and their descriptions:

Chaste

Chaste represents how faithful a character is to his/hers sexual partner, or how he/she abstains from sexual relations. Virginity is not required, a character may have sexual relations and still be chaste.

Opposite Trait: Lustful

Lustful

Lustful represents the sexual desires of a character, or his/hers free-spirited approach to sex. Successful Lustful Trait checks should provide bonus on social skills when dealing with other Lustful characters.

Opposite Trait: Chaste

Energetic

Energetic represents a character's disposition to work hard and for longer periods of time. Characters with a high Energetic trait have difficulties delegating tasks as they are always trying to solve everything by themselves. For every 5 points in Energetic, the character gains a +1 bonus on all Research checks. If an Energetic Trait check is made during a social interaction, on a calm and quite environment, success will provide a -2 penalty on all Charisma-based checks and Charisma-based skill checks because the behavior will clash against the mood of the interaction.

Opposite Trait: Lazy

Lazy

Lazy portraits a sedentary lifestyle.

Opposite Trait: Energetic

Forgiving

Forgiving shows how much a character can forgive injuries and insults without regretting it.

Success in Forgiving Trait checks should provide a bonus to Diplomacy checks.

Opposite Trait: Vengeful

Vengeful

Vengeful shows a character's thirst for vengeance, be it in small insults or a bloody assault. Success in Vengeful Trait checks should provide a bonus to Intimidate checks.

Opposite Trait: Forgiving

Generous

Generous indicates a person's tendencies to share his/her knowledge and possessions with those closest. Extremely generous characters are considered to have a 'big heart'.

Opposite Trait: Selfish

Selfish

Selfish portraits a character's desire to keep everything to him- or herself. Though a selfish behavior is usually connected with material possessions, it can also be tied to more intangible concepts such as power and glory (like it happens with the Krogan).

Opposite Trait: Generous

Honest

Honest indicates how sincere and truthful a character is, both in trivialities and in important issues. Honest persons are usually trustworthy. Success in Honest Trait checks should provide a bonus to Diplomacy checks.

Opposite Trait: Deceitful

Deceitful

Deceitful denotes how much a character loves to bend the truth to his favor, or to fabricate lies for his/her own purpose and ends. Please note that a character with several ranks in Bluff is not necessarily a strongly Deceitful character. Success in Deceitful Trait checks should provide a bonus to Bluff and Disguise checks.

Opposite Trait: Honest

Modest

Modest indicates how moderate a character his when speaking about his/her achievements, always trying to avoid getting too much attention. Modest characters are usually satisfied with just participation on a given event, not really caring too much about recognition or reward for their deeds.

Opposite Trait: Proud

Proud

Proud indicates how much a character cares about recognition and reward for his/her deeds and abilities, talking about them often. It is a common trait among krogan. Characters with a high Proud trait are considered arrogant.

Opposite Trait: Modest

Just

Just indicates how much a character is capable of judging a given situation based on moral concepts and law, rather than the character's personal beliefs and feelings. Just persons tend to be impartial.

Opposite Trait: Arbitrary

Arbitrary

Arbitrary indicates a character pays little attention to things like law and morality when dealing with a situation, preferring to solve it according to his/her desires and emotions in the spur of the moment.

Opposite Trait: Just

Merciful

Merciful represents a character's compassion for others, especially enemies. Being Merciful includes donating money and helping those in need, even when that is not expected. Success in Merciful Trait checks should provide a bonus to Diplomacy checks. During character creation, for every 2 points a character has in Merciful, he/she gains +1 Paragon point.

Opposite Trait: Cruel

Cruel

Cruel shows how little appreciation and consideration a character has for the feelings and needs of others. A Cruel character may even feel pleasure when witnessing pain or discomfort from others. Success in Cruel Trait checks should provide a bonus to Intimidate checks. During character creation, for every 2 points a character has in Cruel, he/she gains +1 Renegade point.

Opposite Trait: Merciful

Moderate

Moderate indicates a character's moderation when dealing with abuses, both for food, drink, other substances and even their actions, trying always to 'keep it cool'.

Opposite Trait: Indulgent

Indulgent

Indulgent indicates a character's inclination for abuses, usually drinking and eating in large quantities, exaggerating on other substances and even on their own actions.

Opposite Trait: Moderate

Pious

Pious represents a character's spirituality and the belief of something more beyond science's explanation. Pious characters enjoy moments of prayer and reflection more than worldly pleasures.

Opposite Trait: Wordly

Worldly

Worldly represents a character's disbelief for spirituality and his strong belief in what his senses show and science explains. Worldly characters also tend to enjoy worldly pleasures.

Opposite Trait: Pious

Prudent

Prudent indicates how careful a character is, thinking before acting and always being cautious. Success on a Prudent Trait check should apply a bonus on ambush skills like Move Silently, Spot, Listen and Hide and a penalty on Initiative checks.

Opposite Trait: Pious

Race	Modifiers
Asari	+1 Lustful, +1 Just, +2 Prudent Love (romantic/sexual partner) +1.
Batarian	+1 Cruel, +1 Proud, +1 to any other Strong Trait: Alien Mistrust (Human) 1d4
Drell	+2 Modest, +2 Pious; Strong Trait: Trusting (Hanar) 1d4+1.
Elcor	+2 Moderate, +1 Honest, +3 Lazy, +3 Prudent
Human	+1 any three
Krogan	+2 Cruel, +2 Proud Loyalty (Clan) 1d4
Quarian	+2 Temperate, +2 Prudent Loyalty (Migrant Fleet) 1d4, Hate (Geth) 1d4+1 (both inexistent in campaigns set after the events of Mass Effect 3)
Salarian	+2 Chaste, +2 Energetic Loyalty (Family) 2
Turian	+2 Honest, +1 Proud, +1 Valorous Loyalty (Turian Hiearchy) 2
Volus	+2 Lazy, +2 Selfish, +1 Wordly
Vorcha	+2 Cruel, +2 Arbitrary, +1 Cowardly, +2 Selfish

Reckless

Reckless represents a character's tendency to act without pondering the possible consequences of his/her actions. Success on a Reckless Trait check should apply a penalty on ambush skills like Move Silently, Spot, Listen and Hide and a bonus on Initiative checks.

Opposite Trait: Prudent

Trusting

Trusting shows how willing a character is to believe in another. Success on Trusting Trait checks should provide a bonus on Diplomacy checks and a penalty on Sense Motive checks.

Opposite Trait: Suspicious

Suspicious

Suspicious indicates a character is not willing to believe others without stronger proof of truth or integrity from others. Success on Suspicious Trait checks should provide a bonus on Diplomacy checks and a bonus on Sense Motive checks.

Opposite Trait: Trusting

Valorous

Valorous measures a character's bravery and how willing he/she is to take risks for friends, victory or simply for taste of battle. Valor doesn't always involve battles, but it always involves risk. Success on a Valorous Trait check should provide a bonus on Morale checks and Rally checks.

Opposite Trait: Cowardly

Cowardly

Cowardly represents a character's fear of death and other injuries. Success on a Cowardly Trait check should provide a penalty on Morale checks and Rally checks but it should also provide a +5 ft or +10 ft bonus to speed when panicked or frightened or when retreating from battle.

Opposite Trait: Valorous

Starting Traits

At character creation, all character Traits star with a score of 10. The player then has the chance to the following points to traits of his choice: +5, +5, +4, +3, +2, +2, +1, +1. Once that is done, he adds the modifiers from race and other possible background modifiers.

After that is done, he applies the same modifiers to each opposite trait but instead of adding them he subtracts those modifiers.

Example: Mark is a human and so he decides to add one of his +1 bonus to the Valorous trait. He also decides to place his +5 on Valorous as well, totaling 16. Since he added +6 to the Valorous trait, he will subtract 6 from the Cowardly trait which means the trait has a value of 4.

Love, Hate and Loyalty

Before were presented general traits that encompass most of a character's behavior. But three major traits were not included because they can completely alter every other trait. These major traits are: Love, Hate and Loyalty.

Love

A character's love towards something or someone may lead him to act completely different than normal. Due to race and background, a character may gain a specific love. At character creation, he also gains 5 points to distribute in one or more specific loves, if he desires so. Specific loves must be general but related to something or someone important, such as family, clan, friends or a specific lover (in fact, if the character has someone he loves, he must spend 3 points in a Love directed to that someone). A single Specific Love cannot have more than 10 points.

During Trait checks, and even skill checks, the character adds the bonus of his Love but only on checks that have him take the side and defend that which he loves.

Example: A character with Just 16 is witnessing his lover to be accused of murder. There are compelling evidences on that issue. But because he has Love (lover) 6, he adds a +6 bonus on Arbitrary Trait checks to defend his lover even though he is mostly a Just character.

Hate

Hate works exactly like Love but it applies instead on Trait and skill checks made to act against his Hate. At character creation the character has any Hate from character background as well as 5 additional points to distribute in one or more specific hates.

Loyalty

Loyalty is similar to love but it is specific to some government, leader, clan or race. It stacks with the bonus from Love. The bonus from Loyalty also reduces the DC for Rally checks made by the one to which Loyalty applies. At character creation the character has any Loyalty points from race character background as well as 5 additional points to distribute in one or more specific loyalties.

In any action where the character purposely acts against the subject of his Loyalty, he reduces his Loyalty points for that subject by 1.

Indoctrination

Indoctrination is also a special trait that may be used in a game that uses the other Traits or it may be used only by itself.

Indoctrination is the term used for the "brainwashing" effect the Reapers and their technology have on organic beings. A signal or energy field surrounds the Reaper, which subtly influences the minds of any organic individual in range. It was first reported to Commander Shepard by farmers on Eden Prime, who claimed there was a "horrible noise" emanating from Sovereign as it descended. Matriarch Benezia said that even Sovereign's interior serves indoctrination: the strange angles of the rooms are confusing and make you uncertain of yourself. The effect seems to extend to Reaper artifacts, such as the one brought aboard the MSV Cornucopia that brainwashed her crew.

The precise mechanics of the indoctrination effect are poorly understood. It is believed that the Reapers generate an electromagnetic field, waves of infrasound and ultrasound, or both in order to stimulate areas of a victim's brain and limbic system. The resulting effect varies depending on the intent of the Reaper: the victim may suffer headaches and hallucinations, have feelings of "being watched" or paranoia, or come to view the Reaper itself with superstitious awe. Ultimately, the Reaper gains the ability to use the victim's body to amplify its signal, manifesting as voices within the victim's mind. Fortunately, during the War with the Reapers it became clear that Reaper indoctrination doesn't work when the Reapers are engaged in combat or when focused on harvesting population.

The mental damage from indoctrination is severe and permanent.

For game purposes, Indoctrination works has a trait, but the character starts with it at 0. For every day spent near or within a Reaper device or a Reaper ship (for Reaper devices the range may vary from a few hundred feet to 1 mile, for Reaper ships it varies from 1 to a dozen miles), the character must make a Will save DC 5 or have his/her Indoctrination trait score increase by 1. The save DC increases by 1 for every additional day spent near a Reaper device or ship (these days do not need to be consecutive, however for every week spent away from them, the DC decreases by 1, indicating how the mind begins to forget the subtle changes the indoctrination process applies). For each failed save, the creature increases his/her Indoctrination trait by 1 point.

For every point in the Indoctrination score, the character takes 1 permanent point of Wisdom and Charisma drain. This drain cannot be recovered as the damage from indoctrination is permanent.

From the moment a creature gains 1 point in Indoctrination, the Reaper can attempt to control the creature's actions. To avoid being controlled, the character must make a Will save DC 10, with a penalty equal to his/her Indoctrination score. Success indicates the character can act normally for a number of minutes equal to his/her Charisma score, but with a penalty on any Trait check, skill check, ability check or attack roll made against the Reaper's will equal to the character's Indoctrination score. If the character scores a natural 20 on this Will save, he effectively reduce his/her Indoctrination score by 1 (to a minimum of 1, regaining 1 point of Wisdom and Charisma drain. This is the only way to recover this drain).

Once the Indoctrination score reaches 10, the character becomes enthralled by the Reaper, and an NPC under the GM's control. Those characters can still attempt to break the Reaper's control for 1d4 rounds but to do so they must succeed on a Will save DC 25. In this save, if they attain a natural 20 on the roll, they do not recover Wisdom or Charisma drain, nor do they reduce their Indoctrination score, but they do gain control over themselves for the given duration. During that time the character still suffers a penalty on any Trait check, skill check, ability check or attack roll made against the Reaper's will equal to the character's Indoctrination score.

Any character may also attempt a Diplomacy check DC 30 to force the character already under full control of Indoctrination to attempt to break it. Use the process described above, only that character gains a +5 bonus on the Will save. This may only be attempted once per encounter.

Achievement Feats (Variant Rule)

Gained by meeting extremely special requisites, achievement feats are unique and provide special bonuses. They cannot be selected like normal feats, not even by unique specializations, and their prerequisites are usually met through roleplay rather than game mechanics themselves. They may also be gained at any level, unless they have a specific level requirement.

Achievement feats are not vital and the GM may well decide to play without them. Some may even require a good deal of effort to keep track of their prerequisites. They, however, can make the game even more interesting and give players a new objective for their character.

Achievement feats are either awarded immediately after meeting the prerequisites, or you must work towards a specific achievement feat, by accumulating a certain amount of progress. You may only accumulate progress toward one Achievement Feat at a time, except those that require a certain level or a certain action (such as landing on an uncharted planet), which may be selected at that level regardless of previous declaration or other progress. You may not count any previous kills or other such progress made prior to making this declaration.

Ardat-Yakshi

You were born with a rare genetic condition that kills after melding with someone.

Prerequisites: Asari

Benefit: After making a melding with another creature, the creature must suceed on a Fortitude save DC 20 + 1/2 asari HD + asari Charisma modifier or suffers from massive brain hemorrage, dying in the process. Enhanced fiber bonuses do not count for this save. You become sterille.

Special: This feat must be awared at character creation.

Asari Commando

Through years of training in guerrilla-style asymmetrical warfare, you've managed to become one of the fearsome Asari Commandos.

Prerequisites: Asari, BAB +3, Wis 12+, Cha 14+, Dex 14+, Survival 5 ranks, must spend 50+2d20 years training to become one.

Benefit: Select one type of weapon from the following groups: pistol, assault rifle, submachine gun, shotgun, sniper rifle, melee or ranged touch attacks. Gain a +1 bonus attack bonus to all attacks made with weapons of that type. In addition, you increase the DC of all your biotic powers by 1.

Asari Justicar

You have received ascetic training in the Justicar way.

Prerequisites: Asari, Matron Age or older, all 6 ranks in any one Biotic power, Knowledge (Civics) 4 Ranks, Knowledge (Theology & Philosophy) 8 ranks; must spend 300 years training to become one.

Benefit: +2 Bonus to Charisma-based Skill Checks with other Asari. +2 Attack bonus on all attacks made against a particular target (chosing the target requires one normal action). This quarry cannot be changed except through the capture or death of your target. +2 to Biotics checks and +2 bonus damage with Biotic powers that deal damage.

Special: You must act according to the Justicar code. GM determines what the code encompasses, though it should include the following behavior:

- Obey the Code regardless of consequences of your actions.
- If someone tries to bribe you, you should kill him.
- If you see someone breaking Asari moral law, you should kill him.
- If someone tries to imprison, bind or in any other way incapacitate you, you should kill him.
- If the police tries to arrest you, you should cooperate with them for 24 hours. After that time you should use any methods to break free and return to your mission. If the police tries the actions mentioned before, you should kill him.
- Use any methods to find your quarry, so

long as innocents are not harmed.

- Be polite, honorably and respectful. Remember that any deaths you cause are in the service of the Code.
- Do not own more than necessary to complete your missions.
- You can make a vow to follow someone, putting that person's orders above the Code. The person must specify a mission or quest worth joining and at the end of that quest you are free from your vow. If during the vow the person performed many dishonorable actions that brought death to innocents, you should kill him. During the vow you should take all steps to obey the person's orders but you are not required to do so blindly.

C-Sec Officer

You were, or are, a member of the famous Citadel Security.

Prerequisites: Investigate 4 ranks, Knowledge (current events) 2 ranks, Knowledge (history) 2 ranks, Piloting 2 ranks, Sense Motive 2 ranks, must spend 1d4 years training to become one.

Benefit: Choose two skills from the following group: Diplomacy, Electronics, Gather Information, Listen, Investigate, Knowledge (current events), Knowledge (history), Piloting, Sense Motive or Spot. Those two are now considered as class skills. You also gain a +2 bonus on all checks made with those skills and you gain a +1 bonus on checks made with others skills from that list.

While on the Citadel, you have a 5% discount on any item you buy while on duty for C-Sec.

Dog of War

Prerequisites: Kill 25 organic enemies.

Benefit: Permanently gain +3 HP.

N7 Operative

You completed the harsh N7 Alliance military program and became a full-fledged N7 Operative. N7 Operatives are the top-elite of the Alliance Military and among their ranks have been names like Admiral Anderson and Commander Shepard.

Prerequisites: Human, BAB +3, Survival 5 ranks, must spend 3+1d6 years training to become one, must have made an important mission where the character had to sacrifice others to achieve success.

Benefit: When using N7 weapons, you gain a +1 attack bonus on all attack rolls. When using N7 armor, you gain a bonus to Shield HP equal to your HD. When you reach level 10th your shots made with N7 weapons gain a +1 bonus to damage.

Loyal Sidekick

Gain the loyalty of someone who is willing to follow you.

Prerequisites: Character level 6th, Charisma 13+, see Special.

Benefit: You acquire a cohort whose disposition is helpful and whose class levels are equal to your level -2.

Special: You raise the NPC's disposition to Helpful and then you help the NPC in a quest/issue that is extremely important to him (usually it involves family or personal issues that need solving).

Medal of Exploration

Prerequisites: Land on five uncharted worlds, explore them for at least an hour and report their location and characteristics to the Citadel.

Benefit: You are treated as having +10ft base speed for overland travel only. In addition, when you command a ship its FTL drive become 10% faster.

(Power) Specialist

Prerequisites: Use only one Biotic, Combat, or Tech Power for five encounters. Using a different power removes all progress toward this achievement feat.

Benefit: Gain a +1 competence bonus to that power's saving throw DC and to all rolls associated with that power.

Special: This feat may be selected multiple times, each time applying to a different power. The name of the feat also changes to reflect the power chosen. For example: Overload Specialist, Warp Specialist, etc.

Savant

You are a savant in a specific field of expertise.

Prerequisites: This feat must be awarded at character creation. The use of this Achievement feat requires the use of the Flaws variant rule. When you acquire this feat for your character, you are forced to take a randomly selected Flaw. You do not gain the bonus feat from taking this Flaw. This extra Flaw does not count for the "2 Flaw limit" at character creation.

Benefit: You take a -3 penalty on Diplomacy, Bluff, Intimidate, Gather Information and Sense Motive checks, since your savant trait makes it difficult for you to understand and find a connection with ordinary people. In addition, select one skill from the following:

- *Biotic Savant:* Gain +5 on Biotics skill checks, +1 Biotic Point per HD, +1 bonus to the DC of all your Biotic powers. Biotics become class skill.
- *Tech Savant:* Gain +3 on Electronics and Repair skill checks, and +2 on Damping, Decryption and Hacking skill checks. +1 Tech Point per HD. Electronics, Repair, Damping, Decryption and Hacking become class skills.

- *Detective Savant:* Gain +10 on Investigate skill checks. Investigate becomes a class skill and can be used even when the character has no skill ranks in it.
- *Medicinal Savant:* +5 on First Aid and Medicine skill checks. Gain 1 free Skill Rank in First Aid and another in Medicine. Double the effect of the Surgery use, of the Medicine skill. First Aid and Medicine become class skill.
- *(Knowledge) Savant:* Select one specific Knowledge (many fields of knowledge are not present in the list, such as mathematics. They can be selected but their effects are up to the GM). Gain +6 on all checks of that Knowledge skill. If the selected skill is Knowledge (biology), gain a +4 bonus on Research (biology) skill checks; if it is Knowledge (physics) gain a +3 bonus on Research (physics) and Research (quantum physics) skill checks; if it is Knowledge (technology) gain a +3 bonus on Research (engineering) and Research (electronics) checks. If it is none of the above, the bonus to the Knowledge skill increases from +6 to +10 (unless a new field of knowledge was selected that may provide a similar bonus, like selecting Knowledge (geology) to gain a +6 bonus on that skill checks and a +4 bonus on Research (geology).

The selected Knowledge becomes a class skill and can be used even when the character has no skill ranks in it.

- *Performer Savant:* Select either Perform (dance), Perform (Keyboard), Perform (Percussion), Perform (String Instrument), Perform (Wind Instrument), Perform (sing). You gain a +10 bonus on that checks of the selected skill. The selected skill becomes a class skill. You do not suffer the penalty on certain skill checks applied by this achievement feat.

Shadow Broker Operative

You are employed as one of the Shadow Broker's operatives responsible for information gathering.

Prerequisites: At least two different Knowledge skills with 5 ranks, Gather Information 5 ranks, must have performed some sort of espionage mission where the character acquired important information and then sold it to the highest bidder. Only then will the Shadow Broker make a contract with the character, employing him as one of his operatives.

Benefit: Gather Information becomes a class skill, along with two of the following: Bluff, Diplomacy, Electronics, Decryption, Hacking, Intimidate, Sense Motive.

You gain a bonus on Gather Information checks equal to 1/2 your HD and a +1 bonus to Bluff, Decryption, Diplomacy, Electronics, Hacking, Intimidate, Sense Motive and Knowledge checks.

Also, when you use the Haggling option of the Diplomacy skill, you gain an additional 5% bonus.

You may be required, from time to time, to perform certain missions for the Shadow Broker. Failing to perform them may lead to the termination of your contract as a Shadow Broker Operative, thus losing this achievement feat.

Spectre

You have been chosen by the Council to become a member of the Special Tactics and Reconnaissance branch, also known as Spectres.

Prerequisites: Character level 4th, see Special.

Benefit: You gain access to special equipment at lower prices, easier access to information and the ability to go above any law in Citadel Space. You are also granted free passage through Citadel Space, upon verification of your Spectre Credentials. Only the Council may revoke your Spectre status. You may be required to send reports of your missions to the Citadel Council.

You also become able to select the *Unity* Combat Power, and you gain a bonus feat (to which you meet the prerequisites) and a +5 bonus on Diplomacy, Intimidate and Gather Information checks.

Special: You must perform well enough to be recognized by the Council or another Spectre as a possible candidate for the Spectre program. Depending on your performance and your actions, which must have been invaluable for the Citadel, you may be required to go through some evaluation by another Spectre (who decides whether or not you are fit to join the group) or be awarded the Spectre Status immediately.

STG Operative

You were chosen to be a part of the Salarian Special Tasks Group. These are the top elite of the Salarian Military, which values infiltration, sabotage and espionage over conventional warfare.

Prerequisites: Salarian, BAB +2, Int 16+, Survival 5 ranks, must spend 1+1d3 years training to become one.

Benefit: Hide and Move Silently become class skills and you gain a +1 bonus with those skills. This bonus increases by +1 for every 5 levels you have. You also gain 1 additional skill point per level (this effect is retroactive).

In addition, choose one type of weapon from the following groups: pistol, assault rifle, submachine gun, shotgun, sniper rifle or melee. Drawing a weapon of that type now requires only a free action instead of a normal action.

Synthetic Hunter

Prerequisites: Kill 25 synthetic enemies.

Benefit: Permanently gain +3 Shield HP to your armor's shields. This bonus does not stack with itself, even if multiple sources of Shields/Barriers are equipped.

(Weapon) Expert

Prerequisites: Use only one type of weapon for five encounters. Using a different weapon removes all progress toward this achievement feat.

Benefit: Gain a +2 competence bonus to confirm critical hits when suing this type of weapon. In addition, gain a +2 competence bonus to all Repair checks involving this type of weapon.

Special: This feat may be selected multiple times, each time applying to a different category of weapon. The name of the feat also changes to reflect the weapon category chosen. For example: Pistol Expert, Shotgun Expert, Blade Expert, etc.

Tricks

Every character with some measure of biotic prowess or tech skills is capable of performing minor tricks which are so basic that any character learns to use them, either by themselves or when learning their skills through others. These tricks are available to any class and race, provided they can spend the necessary biotic or tech points to use them.

Tricks do not count as powers or abilities. They cannot be enhanced by items and have no requirement of their own except a Biotic Amplifier and Biotic Points for Biotic Tricks and an Omni-Tool and Tech Points for Tech Tricks.

There is no limit to the number of usages per day for Biotic and Tech tricks. For as long as the character has Biotic and/or Tech points to spend, he can use any trick whenever he desires (and is able to).

Biotic Tricks

Telekinesis

Move an object through the air using your biotics. By spending one biotic point you can move a fine object, by spending another you can move two fine objects or one tiny object, by spending 4 biotic points you can move a small object, two tiny objects or four fine objects. Doing things such as assembling parts or doing a display could require a Biotics or Performance skill check. Objects can have a total weigh of up to 25 lbs total and each object must be within 30 ft of you. They can be moved a number of feet equal to 5 times your Charisma modifier, and they move at a speed or 30 ft per round.

You must spend one action to move one object and you can move additional objects while already moving another with this trick. Every round you must spend on action to keep the objects under the effect of this trick for the entire round. Using this trick provokes AoO and if you take damage while using it you need to make a Concentration check DC 15 +1 per object being moved or the trick immediately ends.

When using this trick, you cannot target object that are being used or wielded by another character, but you can use it to move certain objects away, such as moving a disarmed weapon from an opponent.

Illusion

Form a biotic field in a specific shape or color. Specific shapes cost 1 biotic point. Can be applied onto other Biotic powers to change their appearance (example - making Throw look like a boxing glove). The illusion is never realistic enough to be mistaken for a real object, but could be mistaken for a different power with a successful Biotics skill check vs Spot of anyone observing the power (those making the spot gain a +5 bonus on Spot or a +10 if they have 1 rank in Biotics).

Creating an illusion requires one action. Altering the appearance of a Biotic power requires no action, it is done at the same time the power is used.

You must spend one action to maintain the illusion for that round. Creating and maintaining an illusion provokes AoO and if you take damage while using it you need to make a Concentration check DC 15 or this trick fails (points are still spent).

Biotic Acrobatics

Use biotic pushes and pulls in order to perform stunning acrobatic displays. For each biotic point spent the character gains +1 to a single Perform (dance) roll.

This trick is used at the same time the Perform (dance) roll is made.

Barrier Shields

With one action, you can unleash an uncontrolled mass effect field around yourself that is kinetic-sensitive, thus providing you with complete protection against energy and projectiles. By spending any number of biotic points, you create a Barrier Shield with a number of Barrier Shield HP equal to the number of biotic points spent (equipment that increases Shield HP provided by biotic powers also increases the Barrier Shield HP). This shield counts as a biotic power for the purpose of determining whether or not certain powers and abilities deal extra damage to it and like a normal Shield HP it provides an extra pool of HP (so damage done to Barrier Shields do not pass to the next layer of protection, unless otherwise stated, even if the the damage was enough to remove the Barrier Shields).

Creating Barrier Shields has its disadvantages, however, because the energy released by the Barrier Shields greatly affects your armor, omni-tool and even biotic powers. When you generate Barrier Shields, your armor permanently loses its normal Shield HP reducing it to 0 (this includes any bonus Shield HP you might have) and your omni-tool shutsdown. This lasts until a Repair check is made with a DC equal to 10 + 1/4 the amount of Barrier Shield HP generated (one check repairs only the armor or the omni-tool). This DC remains until the armor and omni-tool are repaired, even if you later on create new Barrier Shields with different amounts of HP. Remember that without an omni-tool you cannot use Tech Powers or Tech Tricks.

Additionally, while Barrier Shields are up, every time you try to use a Biotic Power you must succeed on a Concentration check DC 15 + power's rank, or simply 15 for Biotic Tricks, or the power/trick fails to take effect but the points it needed are spent regardless.

Note: While Barrier Shields are active, you cannot regenerate biotic points in anyway. Barrier Shields can be dismissed with a free action. If dismissed, the biotic points spent to create Barrier Shields are still lost.

Heightened Touch

Use biotics to create a faint, yet visible, field around you that increases your sense of touch and of those that touch your skin. This trick is used many times in private moments between a biotic user and his/her intimate companion to make their time together even more memorable. In addition, whenever you have to identify something by touch, while using this trick you reduce the DC of the check required by 5 (if you do not know the object you are touching, you will only identify its surface material composition).

This trick can be used with a Free Action and requires you to spend 1 biotic point to maintain it for 1 round. Every round you can spend a Free action to maintain it.

Detoxification

By stimulating the Element Zero nodules in your body, you can fight off intoxication from things such as poisons or alcohol. By spending 4 biotic points, with a Free Action, you gain an additional saving throw that round against one single Poison or Drug that is affecting you. Once used, these points cannot be recovered for the next 10 minutes.

Alternatively, you can spend 1 biotic point to reduce the duration of a hangover by 1 round. Doing so requires 1 Free Action and you must decide how many points you wish to spend when this trick is used. Once used, these points cannot be recovered during the same amount of time.

Tech Tricks

Hologram

Create a holographic image in the air in front of you (as displayed when the Illusive Man contacts Shepard at the end of ME2 in the Collector Base). Costs 2 tech points for a small image, 4 tech points for a medium-sized image and 8 for a large image. Can be applied onto other Tech powers in order to change their appearance (example - making a Combat Drone take on a different shape). The image is obviously a hologram and would never be mistaken for a real object, but could be mistaken for a different power or energy with a successful Electronics skill check.

Creating a hologram requires one action. Altering the appearance of a Tech power requires no action, it is done at the same time the power is used.

You must spend one action to maintain the hologram for that round.

Creating and maintaining a hologram provokes AoO and if you take damage while using it you need to make a Concentration check DC 15 or this trick fails (points are still spent).

Fabrication

Use the miniature fabricator on your omni-tool to create an object or tool. A fine/simple object costs 1 tech point to fabricate, a fine/complex object or tiny/simple object costs 2 tech points and a tiny/complex item costs 4 tech points to fabricate. If the item has electronic elements the character must also succeed in an Electronics skill check, the DC of which is up to the GM. Omni-Tool fabricators produce lower quality items than the industrial fabricators used to create most objects, and thus impose a -1 penalty on skill checks using them and break much easier. This trick cannot create weapons, Thermal Clips, Grenades, consumable items such as Power-Cells or Stim-Packs. The items created or an item that is the prerequisite for another item to be used.

The items created by this trick deteriorate fast, lasting no more than 1 minute per Intelligence modifier of the character that created them.

Extinguisher

Use the miniature fabricator in your omni-tool to create a spray of fire extinguishing foam. Extinguishes five square feet of fire per tech point spent. Cannot extinguish chemical or plasma fires such as those created by the Incinerate, or Inferno Grenade powers and the M-451 Firestorm.

Fire that is being constantly fed by fuel, such as in the event of a gas leak, cannot be extinguished with this trick.

This trick affects an area of up to 5 one-foot square, all of which must be adjacent to at least another one.

Additional Variant Rules

This section provides a few additional variant rules that can be used in the game but not without altering it in a significant way. They are subject to GM's approval, more so than other rules.

Faster Combat Rounds

Tactical combat is, and always be, an issue that brings some conflicts of interpretation and confusion. It is always hard to see that each character acts at the same time as other characters when during each turn an individual character can make up to 2 actions (a total of 6 seconds). If you use one of your character's actions to fire, and the other to move into total cover, then during the enemy's turn you won't be targetted... But wasn't the enemy supposed to act at the same time your character fired? If so, why didn't he attacked you while you were firing? Effectively, the enemy's options will be conditioned by what your character did in his 6 second turn, as if you had acted first and he was forced to act after that time had passed. This is clearly not 'acting at the same time'.

Questions like this always come up, even if they are never spoken.

In addition, the fact that each turn provides 2 actions + 1 free action to a character also contributes to slow the combat encounter because each player will require some time to determine things like power cooldown and to decide what his character will do with all those actions.

This variant rule makes tactical combat flow much smoother and faster by reducing the number of actions available each turn to 1 action + 1 free action. This effectively reduces the round time from 6 seconds to 3 seconds.

Effects that have a fixed duration start at the end of the action when the effect is made and end only at the end of the following action. So if a character uses, for example, Pull rank 1, the effects only end at the end of the character's next action. This allows them the possibility to detonate their own powers, should they have the ability to do so.

Actions in combat

One Shot: Requires one action. Fire one single shot without any Recoil penalty. Burst weapons cannot make One Shot actions.

If in the following action the character makes another attack action, that action applies Recoil penalty 1×.

Auto-Fire: Requires one action. Fire more than one shot. Each shot fired applies Recoil penalty 1×.

If in the following action the character makes another attack action, that action applies Recoil penalty 2×. Additional consecutive attacks apply the same recoil penalty.

Full-Auto Fire: Requires 2 actions. You gain three attack actions and in each action you fire more than one shot. The first action applies Recoil penalty 1x, the second applies Recoil penalty 2x and the third applies Recoil penalty 3x. Additional consecutive attacks apply the same recoil penalty.

The first two attack actions are made in your first turn, while the third is made in the second turn.

Full-Round Actions: Full-round actions require 2 consecutive actions.

Abilities that grant additional actions

If you have an ability that grants an additional action, that action is made during your turn, never during the turn of another character, unless otherwise stated

Run and Charge

The multiplier for the Run action is halved (rounded to the nearest multiple of 5). For the Charge attack, you only move up to your speed instead of twice.

Events that occur once every round

Such events, like attempting to stabilize when your character is unconscious and dying, occur only once every 2 actions.

Benefits

- Easier to keep track of power cooldown and reduces the amount of time that each player spends deciding what to do with his character's turn.
- By reducing the amount of actions each character can make before another one acts, combat becomes more consistent, increasing the feeling that indeed each character acts at the same time as others.
- No longer the need for special rules regarding the use of items or powers that have a delay effect, like grenades.
- All players are forced to be engaged and pay attention to the combat, for their character's turn will come up much faster.
- Good for when the GM has controls various NPCs.
- Additional Free Actions gained

Drawbacks

- Tactics need to be thought more carefully and ahead of time.

- Characters are more at risk (either because they haven't enough actions each turn to reach cover or because they cannot seek cover after taking an offensive action)
- Requires some rework of other rules regarding the use of actions.

Powerful explosions continue through layers of protection

This variant increases realism by causing powerful explosions to continue to deal their damage to the next layer of protection. This applies to explosions from grenades, grenade powers, missiles, explosive barrels, detonation packs, and so on. It does not apply to damage from weapons, however, unless otherwise stated.

Benefits

- Makes grenades and grenade powers more deadly.
- Forces players to be more careful whenever explosive barrels are near.
- Certain enemies became more challening.

Drawbacks

- Increases chance of character death.
- Characters using grenades, grenade powers and missiles, can eliminate enemies more easily.

Ground Warfare

Large battles and wars are still a reality even amidst the advanced societies of the Mass Effect universe. They are born from hate, mistrust, need, want, desire or simple taste for bloodshed, and they are the reason why strong militaries exist. And although most of the galaxy enjoys long periods of peace, where no official war is at being waged, there are always occasional large battles with dozens, when not hundreds, of characters and/or ships involved. Because it would be impossible to use the normal combat rules to run a battle with so many involved, this section presents an alternative to ensure that mass combat can be resolved quickly and efficiently.

Please note that mass combat applies only when there are way too many involved characters in both sides of the conflict, and because of that it has different rules than any other presented before (though they are connected). For situations where the PCs have to face dozens of enemies by themselves (or maybe with the help of a few more characters) use the normal rules, for that type of combat can be ran by those rules.

Example: Shepard's push towards the Citadel Tower, during the Battle of the Citadel, where he faced dozens of Geth, should be resolved using the normal combat rules since that is a situation when a small squad of possible PCs face several encounters with a handful of enemies.

But the battles fought during the Fist Contact War involved hundreds of combatants from both the human and turian side. Trying to play out those battles using the normal Combat rules would take dozens of hours of dice rolling, with the GM (and possibly the players) controlling far too many NPCs and so they should be resolved using the mechanics presented in this section. Another example where warfare rules apply is a battle between two fleets, where there usually are hundreds of ships involved in each side, in an open space that cannot be represented using the normal battle grid.

The warfare rules provide game mechanics to handle large battlefields with large number of NPCs and vehicles involved. But what happens when the PCs use vehicles/ships in their tactical battles against a handful of NPCs, or when they in turn use them against the PCs? Or what happens when the PCs pitch their vehicles/ships against a few other ones? This section seeks to provide a few answers as well as mechanics for such situations and more.

Ground warfare is always between ground armies and possibly some air vehicles and starships. They can be held on any world, moon, asteroid or even station. These battles may involve hundreds or even thousands of troops and vehicles in a battlefield that can be extremely varied. Because of that many different tactics can be used to take as much advantage from the terrain as possible.

The warfare mechanics here presented are simplistic, lacking tactical combat. Tactics may be important on battles, especially where PCs are directly involved (see Player Actions below), but these rules already assume those in charge of each army already use the best tactics at hand. This allows for a GM to quickly determine the victorious force in a battle and how many military units perish.

In these rules, armies are composed by a certain number of units (minimum 1 unit) and each unit can be composed by 1 or more individual NPCs, vehicles and/or ships. The reason as to why each army is considered composed of units and not a large group of NPCs or ships is purely for simplicity: if you have your army organized in units you know exactly how much each costs, what it would take to heal them, their strengths, weaknesses, etc and you can organize in an easier fashion. Units may also represent different battalions, squads, fleets, etc. Note that once a unit is created, you can only disband it or merge it with another unit (see below).

Mechanics

When two armies, ships or fleets face each other, a few rolls are needed to determine who wins and loses.

The mechanics assume that a battle starts when one force moves against the area occupied by another army, or when both armies move at the same time against the same occupied area. When that happens, a warfare round starts.

1st Step: Divide each army/fleet into groups of the same types of units/ships. For this simply determine how many ground units/ships units of each type the army/fleet has, then divide them into groups of 1, if there are less than 10 units of that type in the army/fleet, in groups of 10 if there are 10 or more and up to 100 units of that type in the army/fleet, in groups of 100, if there are between 101 and 1000 units of that type in the army/fleet, and in groups of 1000 if there are 1001 or more units of that type in the army/fleet. It is fine if a group cannot have the exact number of units it should have, for example if there are 173 Fighters Crafts in a fleet, you divide them into two groups of 100, one with 100 and another with 73.

Alternatively, you can divide the groups into smaller groups, so in the example presented you can opt to have one group of 100 Fighter Crafts, seven groups of 10 Fighter Crafts and three groups of 1 Fighter Craft. Having units grouped has several benefits and drawbacks, which are explained below. And remember that each group of units will make at least one Warfare Combat roll, meaning that the higher the number of groups, it takes longer to resolve the battle.

2nd Step: Once you have determined the groups, determine their Power Score and Sustain Damage statistics (and Maneuver statistic for Space Warfare), which equals those of the type of unit/ship that makes up that group. Remember that each group can only have units of the same type.

Having units grouped provides the following benefits and drawbacks:

- Groups of 1 receive no benefits.
- Groups of 10 receive a +1 bonus on the Warfare Combat roll and increase their Sustain Damage by +1. For each Hit that is going to destroy the group, the group loses instead 1/2 of its units (this works of the initial number of units in the group, so basically it takes two Hits to destroy the group).
- Groups of 100 receive a +2 bonus on the Warfare Combat roll and increase their Sustain Damage by +3. For each Hit that is going to destroy the group, the group loses instead 1/4 of its units (this works of the initial number of units in the group, so basically it takes four Hits to destroy the group).
- Groups of 1000 receive a +4 bonus on the Warfare Combat roll and increase their Sustain Damage by +6. For each Hit that is going to destroy the group, the group loses instead 1/10 of its units (this works of the initial number of units in the group, so basically it takes ten Hits to destroy the group).

3rd Step: Once the groups' statistics are determined, proceed to the Warfare Rolls. These rolls are dependent on the group's Power Score. When a warfare round starts, each group will make one single Warfare Combat roll and if successful it will deal a Hit to another enemy group (the one controlling the enemy group decides which one takes the Hit). To make a successful Hit, the group rolls a d20, adds any relevant modifiers and if the final result is equal or higher than the group's Power Score, then a successful Hit is delivered to the enemy.

4th Step: Once all involved groups have rolled their Warfare Combat rolls, the Hits are distributed. At the end of the warfare round, each group with at least one Hit is 'destroyed' (but see Damage to Units below). Certain groups, however, have a Sustain Damage value higher than 0, which means they can negate the effects of a certain amount of Hits dealt to them. In order to negate the effects of one Hit, the group must remove one point from its Sustain Damage value. This means, for example, that a group consisting of 1 Frigate requires at least two Hits to be effectively destroyed (one Hit is negated by the group's Sustain Damage, which is 1, and the other is dealt normally).

When a group is destroyed, it doesn't necessarily mean the units, vehicles or ships in the group are all wipedout, in fact some might survive. In order to completely wipeout the enemy units in a group, another Hit must be dealt after the one that 'destroyed' the group.

5th Step: After a warfare round, and with groups having their Sustain Damage reduced and others destroyed, the ones controlling the armies/fleets must decide whether or no they wish to try and retreat or if they wish to continue the battle. If the second option is chosen, a new warfare round is made but with the Sustain Damage reduced from the previous warfare round.

Damage to Groups: After the battle is finally finished, either because there is a winner or because the army/fleet retreated, the surviving groups are still damaged. Those groups will take an amount of damage equal to 10% for each Sustain Damage point lost (maximum 90%). This damage translates in an additional a -1 penalty of the group's Warfare Combat roll for each 10% of damage done. This penalty remains until the unit is 'healed' (see Healing Units below).

In addition, when a group takes a Hit it is considered 'destroyed' and it will not count for additional Warfare rounds (regardless of who might survive). However, being destroyed doesn't mean every single unit or vehicle/ship in the group is destroyed, instead it means the group takes a total of 90% damage.

Battle Time: These mechanics assume a warfare round lasts for 1d6 hours. The GM can also decide the time battle requires to end.

Disbanding Units: Units can be disbanded at no cost. Doing so requires no time.

Merging Units: Merging costs nothing and can be done in 1d10 hours. Merging allows fully healed groups to be joined in one single group.

Reinforcements: Sometimes one force has certain units on standby, or nearby, which can be called to aid in the battlefield. Any unit distance of the battle enough to enter it (use the unit's speed to determine if it can move fast enough to enter while the battle lasts) may be included in the mechanics above. Those units can be considered as being reinforcements that participated in the battle and so they are at risk of being damaged and destroyed as well.

Healing Units: When a group is damage, it receives a penalty on the Warfare Combat roll. A group with this penalty can be "healed" to remove it. Healing a unit requires the owner of the unit to pay a healing cost and requires the unit to rest for a certain amount of time.

Please note that "healing a group" isn't merely healing/repairing the wounds of the NPCs/ships that compose the unit. It includes equipment repair and replacement, as well as restocking of consumables or other important equipment.

Healing Cost: The cost to heal a group always equals the % of damage taken times the sum of the weekly/monthly cost of all units in the group. So if a group containing 5 Blood Pack Pyros was dealt 30% damage, healing this group costs 30% of the sum of Blood Pack Pyro' monthly cost, for a total of 463 credits (30% of 3 × 309). This cost doesn't need to be paid all at once, it can be divided by the number of hours or days it takes to heal the unit and paid separately for each day. In this example, the Blood Pack Pyro also has a special ability that reduces the cost of healing it by 1/2 so it would cost 231 credits instead.

Healing Time: The time required to heal a unit equals 1 hour for each 1% of the damage dealt (or 5 hours for each 1% of the damage dealt in case of vehicles and ships). So using the example above, if a Blood Pack Pyro is dealt 30% of damage, it will take 30 hours to heal. In this example, however, the Blood Pack Pyro has a special ability that reduces the time it takes to heal to 1/2 so it takes only 15 hours to heal this unit.

During this time, the unit cannot move from the place where the healing started (except for ships which can move at air and sublight speeds while healing). Moving it, after the unit's healing has started, interrupts it and the unit must start it again, this time from the new damage %. f the group/unit has 50% damage or more, it will only have 1/2 of its normal Sustain Damage points (rounded down, minimum of 0) when entering a new combat with that amount of damage.

Retreating: When groups attempt to retreat, they may be pursued. If they are pursued, they are engaged in a new warfare round but in which they take and deal only 1/2 the Hits they would normally take (rounded down) but manage to move 50% faster (meaning they escape after that warfare round). If they aren't pursued, they don't engage in a new warfare round and move freely 50% faster. They only stop moving away until the enemies are a distance at least 1d6 hours away.

Geographic and Situation Bonuses

Depending on where each army is, and its situation, certain bonuses may be provided. The following bonuses only apply while the army remains in the same place/situation. Moving from it removes the bonus. If multiple bonuses apply, they stack.

Situation Bonuses: There are two different situation bonuses that a defending unit can take advantage off.

Garrison: When an army is garrisoned in an outpost, station, colony or city, it increases its increases its chances of winning and resisting damage. To gain these benefits, the groups in that army must be stationed there for 2 months.

- Encampments and outposts provide a +1 bonus on the Warfare Combat roll to the groups stationed there and increase their Sustain Damage by +1.
- Small cities, such as colonies or stations of 1 km or less in length, provide a +2 bonus on the Warfare Combat roll to the groups stationed there and increase their Sustain Damage by +2.
- Large cities or stations of 1 km to 5 km in length, provide a +3 bonus on the Warfare Combat roll to the groups stationed there and increase their Sustain Damage by +3.
- Metropolis or stations of 5 km or more in length, provide a +4 bonus on the Warfare Combat roll to the groups stationed there and increase their Sustain Damage by +4.

Fortify: When an army remains in the same area for a week, it begins to build fortifications, traps and other features that help the army to better defend against enemies that may attack them. All the groups in the army have their Sustain Damage increased by +1 for each week they spend there (to a maximum of +4) and receive and gain a +1 bonus on the Warfare Combat roll for each two weeks they spend there (to a maximum of +4).

Geographic Bonuses: The type of terrains an army fights in may provide them bonuses, since different terrains have different features that can be used to gain tactical advantage. These bonuses apply only to the enemy that is defending a given position for at least 1 day and it never applies to the one attacking or when two armies move simultaneously to battle on a specific area. These bonuses stack each other unless otherwise noted:

Hills, Forest or Moor: When an army is occupying a hill-, forest-, or moor-type terrain, it provides the groups of that army with a +1 bonus on the Warfare Combat roll.

Mountains: When an army is occupying a mountain-type terrain, it provides the groups of that army with a +1 bonus on the Warfare Combat and increases the groups' Sustain Damage by +1.

Swamp: When an army is occupying a swamp-type terrain, it provides the groups of that with one reroll in a Warfare Combat roll.

Tundra or Desert: When an army is occupying a tundra- or desert-type terrain, it increases the Sustain Damage of the groups in that army by +1.

Geth NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Geth Trooper	20	N/A	N/A	19	0	
Geth Rocket Trooper	20	N/A	N/A	18	0	A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Geth Shock Trooper	20	N/A	N/A	17	1	
Geth Sniper	20	N/A	N/A	16	0	2 First Strikes
Geth Hunter	25	N/A	N/A	14	1	1 First Strike
Geth Pyro	10	N/A	N/A	14	0	A group with these units can be used to specifically target a non-vehicle/ship group to deal two Hits instead of one.
Geth Juggernaut	20	N/A	N/A	12	1	A group with these units can be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1.
Geth Prime	20	N/A	N/A	10	2	
Geth Hopper	20	N/A	N/A	15	0	1 First Strike
Geth Armature	10	N/A	N/A	11	2	A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Geth Colossus	10	N/A	N/A	8	3	Rolls two Warfare Combat roll each warfare round; A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Geth Drone	40	N/A	N/A	20	0	2 First Strike
Geth Bomber	40	N/A	N/A	20	0	A group with these units can be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1.

Space: In space there are no geographic features that might help an army gain the upper hand over the other. Nebulas are just as hurtful for ships sensors on both sides, asteroid fields are constantly changing so one side cannot take advantage of them against the enemy (plus asteroid fields are extremely dangerous to ships, since collisions are common) and the dark side of astral bodies benefit both sides

Warfare and Player Characters

Warfare rules should only be used in situations where the running the battle through normal rules becomes impossible (either because there are too many characters/creatures/vehicles/ships involved in the battle). When using warfare rules, PCs have actions that may alter the course of the battle (see Player Actions below). Of course those PCs are vulnerable to damage during the battle.

After the battle each PC loses a % of their maximum HP equal to the 10% for each Sustain Damage point lost.

PCs in an army gain XP depending on how difficult the battle was for the PC's side (see Building an Adventure). If the PCs' army retreated, they only gain 1/2 the XP.

Units Statistics (ground warfare)

Below are the warfare statistics of each type of unit, from Geth to mercenaries and even neutral creatures. Remember that a group can have 1 or more units.

Power Score: This entry provides the base Power Score of each individual unit.

Sustain Damage: This entry provides the base Sustain Damage of each individual unit.

Speed: This represents the general speed of the NPC in a tactical map. Use this speed to determine how fast a NPC moves in the overland map as well. If a unit contains NPCs with different speeds, the unit moves at the speed of the slowest NPC.

Purchase Cost: This value indicates how much it costs to hire/train one specific unit. For groups with more units, just multiply that value for each unit in the group. This value is only important when a character is capable of controlling armies. Characters that are not capable of such cannot purchase units. The time it requires to have an available unit, after being purchased, is around 1d6 days (GM may determine

Mercenaries NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Blood Pack Trooper	20	233	12	19	0	Heals twice as fast and requires only 1/2 healing cost
Blood Pack Pyro	20	5.540	277	17	0	Heals twice as fast and requires only 1/2 healing cost; A group with these units can be used to specifically target a non-vehicle/ship group to deal two Hits instead of one
Blood Pack Boom-Squad	20	4.290	215	17	0	Heals twice as fast and requires only 1/2 healing cost; A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Blood Pack Warrior	20	1.130	57	15	1	Heals twice as fast and requires only 1/2 healing cost
Blood Pack Commander	25	5.018	251	13	2	Heals twice as fast and requires only 1/2 healing cost
Blue Suns Trooper	20	958	48	18	0	
Blue Suns Heavy	20	4.935	247	16	0	A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Blue Suns Legionnaire	20	3.533	177	15	1	A group with this unit increases its situation bonuses by gaining +1 Warfare Combat roll and gaining +1 Sustain Damage
Blue Suns Centurion	20	4.213	211	13	1	1 First Strike
Blue Suns Commander	20	12.415	621	11	1	A group with these units can be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1.
Blue Suns Pyro	20	6.180	309	16	0	A group with these units can be used to specifically target a non-vehicle/ship group to deal two Hits instead of one.
Eclipse Trooper	20	958	48	18	0	
Eclipse Heavy	20	4.935	247	16	0	A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Eclipse Vanguard	25	4.305	215	15	1	1 First Strike
Eclipse Engineer	20	5.488	274	14	2	A group with this unit increases its situation bonuses by gaining +1 Warfare Combat roll
Eclipse Operative	25	10.030	502	12	1	A group with these units can be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1.
Eclipse Commando	20	18.573	929	9	1	3 First Strike; A group with these units can be used to specifically target a non-ship group to force an enemy group with situation bonuses to Warfare Combat rolls to reduce that bonus by -1.
CAT6 Specialist	15	15.000	750	10	1	
CAT6 Heavy	15	20.000	1.000	9	1	A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
CAT6 Sniper	20	20.000	1.000	9	0	2 First Strike

otherwise).

Week Cost: The total value it costs per week to maintain one specific unit. Usually this cost equals 5% of the unit's purchase cost. This is paid at the beginning of each week. For ships, however, the cost is paid each month and equals 0.3% of the purchase cost.

Special: Certain NPCs have special bonuses and abilities. These stack with special bonuses and abilities of the same type, unless otherwise stated. Below are the descriptions of most special abilities.

First Strike: Certain units provide a group with the First Strike ability. First Strike represents its ability to strike before the enemy does, with hit and run tactics, traps or simply weapons with a great range. When a group has First Strike, he gets to make a number of

Mech/ Drone NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
LOKI Mech	30	1.800	90	15	0	Does not suffer from speed reduction
FENRIS Mech	30	4.800	240	16	0	Does not suffer from speed reduction; A group with these units can be used to specifically target a non-vehicle/ship group to deal two Hits instead of one
YMIR Mech	15	12.000	600	11	1	Does not suffer from speed reduction; A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Rampart Mech	30	N/A	N/A	16	1	Does not suffer from speed reduction
Atlas	5	55.000	2.750	10	2	Does not suffer from speed reduction; A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll; Warfare Combat rolls can be rerolled once every warfare round (take best result)
Assault Drone	50	2.000	100	17	0	Does not suffer from speed reduction; 1 First Strike
Rocket Drone	50	2.000	100	17	0	Does not suffer from speed reduction; A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll
Disruption Drone	40	300	0	18	0	Does not suffer from speed reduction; After one warfare round roll, all the existing disruption drones are destroyed

Warfare Combat rolls equal to the number of First Strikes it has immediately before the first warfare round begins. If the battle continues into further warfare rounds, the First Strike special ability does not occur again. Groups that take Hits from First Strike are destroyed (or have their Sustain Damage reduced) before the warfare round begins and so they may not participate in the battle or may have a lower resistance to hits.

Specific Target: When a given unit provides the ability to specifically target a group, in order to gain certain benefits, the Warfare Combat roll of the group where the unit will only be able to deal Hits to the target group. Some units actually require the enemy to specifically target them if they wish to deliver Hits to them.

Geth

Before gaining full sentience, due to the events of Mass Effect 3, a large faction of Geth became a major threat during the events of Mass Effect 1 and 2 – the Heretics.

Because they were aggressive towards any organic, they cannot be bought and should only be used as enemies.

Mercenaries

In the mercenary world, only the more experienced units are called for large scale warfare. These are, of course, experienced soldiers with equipment they bought or salvaged for themselves over a large period of time. Thus mercenaries are stronger than their counterpart in normal military armies.

Of course this also means they are far more expensive to purchase and maintain than regular military units. Because of this cost, mercenaries should not be used for prolonged wars, unless plenty of resources are available.

Mercenaries Units have purchase cost equal to 50% of total equipment required by the NPCs of the unit.

Mechs/Drones

Used alongside with other ground forces, mechs and drones can be used as either in many roles, from cannon fodder to fire support. Since they do not need to rest, eat or even breathe and sleep (with the exception of the Atlas, which is a piloted mech) they can move at will for any amount of time, making them some of the faster ground warfare units.

Mech NPCs do not suffer from speed reduction and they cost 100% of the cost required to buy one (see NPCs and Enemies chapter).

Reaper Forces

During the events of Mass Effect 3 the galaxy was forced to fight against the Reaper forces. These would target organics and synthetics alike, using

Reaper Ground Forces NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Husks	40	N/A	N/A	18	0	For each non-reaper, non-synthetic NPC of the enemy unit that dies, a new Husk is created after 3 hours. If a group with this units has lost Husks, the new ones are added to the group until the group reaches the maximum number of Husks.
Cannibal	30	N/A	N/A	15	0	If victorious, all Cannibal NPCs heal automatically for as long as at least 1 Cannibal died. Otherwise, they heal twice as fast.
Marauder	30	N/A	N/A	12	1	
Banshee	30	N/A	N/A	8	2	A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -2 penalty on its Warfare Combat roll
Brute	20	N/A	N/A	10	2	A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -1 penalty on its Warfare Combat roll; A group with these units can be used to specifically target a vehicle group to gain a +1 bonus on the Warfare Combat roll;
Ravager	20	N/A	N/A	11	1	2 First Strike; A group with these units can be used to specifically target a vehicle group to gain a +2 bonus on the Warfare Combat roll
Harvester	40	N/A	N/A	7	3	Rolls two Warfare Combat roll each warfare round; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -2 penalty on its Warfare Combat roll; 1 First Strike; A group with these units can be used to specifically target a vehicle/ship group to gain a +3 bonus on the Warfare Combat roll
Seeker Swarm	50	N/A	N/A	13	3	2 First Strike
Collector Drone	30	N/A	N/A	16	0	
Collector Assassin	30	N/A	N/A	15	0	Warfare Combat rolls can be rerolled once every warfare round (take best result)
Collector Guardian	30	N/A	N/A	14	1	
Collector Captain	30	N/A	N/A	12	1	Once battle initiates, a group with these units releases one group with an equal amount of Seeker Swarm units (these new units can be divided in other types of groups as desired)
Scion	15	N/A	N/A	11	1	2 First Strike
Praetorian	60	N/A	N/A	8	2	Rolls two Warfare Combat roll each warfare round; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -1 penalty on its Warfare Combat roll; Warfare Combat rolls can be rerolled once every warfare round (take best result); A group with these units can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll

massive numbers whenever possible. Within this group are also the Collector Forces, since they fought beside the Reapers during that war.

None of these units can be bought. In addition, Reaper units do not suffer from speed reduction.

Cerberus Forces

Cerberus has always been a human-supremacist organization but worked mostly in the shadows and through influences. During the events of Mass Effect 3, however, the organization became much more aggressive and used its resources (including

Cerberus Forces NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Assault Trooper	20	N/A	N/A	16	0	If victorious, this NPC heals automatically
Centurion	20	N/A	N/A	14	1	If victorious, this NPC heals automatically
Combat Engineer	20	N/A	N/A	16	0	If victorious, this NPC heals automatically; Fortify bonuses are gained each day instead of each week
Guardian	10	N/A	N/A	16	1	If victorious, this NPC heals automatically; Does not suffer from speed reduction
Nemesis	20	N/A	N/A	13	0	If victorious, this NPC heals automatically; 2 First Strike
Phantom	25	N/A	N/A	12	1	If victorious, this NPC heals automatically; 1 First Strike

Military Forces NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Human Alliance Soldier	20	378	19	19	0	A group with these units can be used to specifically target a non-ship group to force an enemy group with situation or geographic bonuses to Warfare Combat rolls to reduce that bonus by -1. If the group has both, choose which is reduced.
Batarian Hegemony Soldier	20	304	15	19	0	Warfare Combat rolls can be rerolled once every warfare round (take best result) but this reroll carries a -1 penalty on that Warfare Combat roll
Turian Hierarchy Soldier	20	850	43	18	0	When a group with these units gains situation or geographic bonuses to Warfare Combat rolls, it increases one of those bonuses by +1. If the group has both, choose which is increased.
Salarian STG Trooper	30	941	47	17	0	1 First Strike
Asari Trooper	25	511	26	18	0	Does not suffer from speed reduction
Krogan Clan Warrior	20	505	25	17	1	Heals twice as fast
Quarian Marine	20	509	25	18	0	A group with these units can be used to specifically target a geth group to gain a +1 bonus on the Warfare Combat roll
Quarian Engineer	15	800	40	18	0	Speed reduction is only 5 ft; A group with these units can be used to specifically target a geth group to gain a +1 bonus on the Warfare Combat roll

Reaper technology) to create a powerful army that fought for the organization's interests.

None of these units can be bought. Cerberus guardians are not affected by speed reduction.

Military Forces

Each race has its own military forces that they use to protect their controlled systems, planets and resources.

These forces can only be bought by leaders of the respective military, or those with the authority to do so. Military Units have purchase cost equal to 25% of total equipment required by the NPCs of the unit.

The units presented here do not include special forces or more experienced units. For those units, see Special Units below.

Neutral Units

Neutral units are made of neutral creatures that have no allegiance to any one, usually animals or other non-sapient creatures.

Of all neutral units, only the Varren unit has purchase cost. The others cannot be purchased.

These units are also presented individually. In

Neutral Creatures NPC	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Varren	40	1.000	50	17	0	Takes twice the time to be available after purchase
Klixen	10	N/A	N/A	14	0	A group with these units can be used to specifically target a non-ship group to deal two Hits instead of one
Thresher Maw	40	N/A	N/A	7	4	Rolls two Warfare Combat roll each warfare round; 1 First Strike; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -1 penalty on its Warfare Combat roll
Harvester	30	N/A	N/A	10	3	Once battle initiates, a group with these units releases one group with five the amount of Klixen units (these new units can be divided in other types of groups as desired)

Vehicles	Speed (ft)	Purchase Cost (credits)	Weekly cost (credits)	Power Score	Sustain Damage	Special
Tank	352	50.000	500	6	3	Rolls two Warfare Combat roll each warfare round; 3 First Strike; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -2 penalty on its Warfare Combat roll
Gunship	1,760	60.000	600	6	2	5 First Strike; Does not benefit from Geographic and/or Situation bonuses; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -1 penalty on its Warfare Combat roll

addition, they cannot benefit from Fortify bonus (except the varren when in included in an another army with non-neutral units).

Vehicles/Ships Units

Extremely expensive and powerful, vehicles and ships can easily turn the tide of any battle.

They are presented individually and as general types rather than specific vehicles such as the Mako or Hammerhead. The statistics for ships here presented are only for ground warfare. Ships larger than frigates are not used for ground combat because they are too large to land on planets. Also, Citadel conventions forbid tactics like orbital bombardment so most wars rarely see such underhanded tactics and only frigates are used in ground combat.

Vehicles/ships have a purchase cost equal to 100% their normal cost. Their weekly cost, however, equals only 1% their purchase cost.

Special Units

Special units are individual NPCs that provide additional bonuses when serving in an army. Special units may be mercenaries, in which case they cost 50% of their equipment, of part of a military, in which case they cost 25% of their equipment (but of course can only be purchased by those with authority to command units from the military). To determine the cost of purchase of this units, you can either create them and determine their equipment (if they are PCs, use the PCs current equipment), or you can assume they are NPCs with 25% of the wealth that a PC would have for the specific level.

These units can only be grouped in groups of 1 or they can be added to any non-vehicle/ship group. If the second option is chosen, the special unit occupies the space of another unit in the group and the group uses the statistics of the other units in the group. In addition, if the group takes Hit and some of its units are killed, the special unit dies last.

No group can have more than one special unit in it.

Regardless of character build, a group made of one special unit always moves at 20 ft.

Adept or Asari Pure Biotic

- This unit has a number of Sustain Damage points equal to 1 for every 3 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 20 and receives a +1 bonus to the Warfare Combat

Ships	Speed (ft)	Purchase Cost (credits)	Monthly cost (credits)	Power Score	Sustain Damage	Special
Reaper Capital Ship	80	N/A	N/A	1	50	Rolls ten Warfare Combat roll each warfare round; 50 First Strike; Immune to any non vehicle/ship group that cannot specifically target ships; Immune to enemy's First Strike; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -10 penalty on its Warfare Combat roll
Reaper Destroyer	160	N/A	N/A	2	25	Rolls six Warfare Combat roll each warfare round; 50 First Strike; Immune to any non vehicle/ship group that cannot specifically target ships; Immune to enemy's First Strike; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -8 penalty on its Warfare Combat roll
Drop Shuttle	2,200	80.000	240	6	2	Can carry up to 15 NPCs in it
Fighter Craft	10,560	100.000	300	4	2	7 First Strike; Does not benefit from Geographic and/or Situation bonuses; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -2 penalty on its Warfare Combat roll
Frigate	1,760	3.271.800	9.815	3	10	Rolls two Warfare Combat roll each warfare round; 10 First Strike; Does not benefit from Geographic and/or Situation bonuses; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -5 penalty on its Warfare Combat roll

roll for each 4 levels.

- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 6 levels (rounded down).

Asari Huntress

- This unit has a number of Sustain Damage points equal to 1 for every 5 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 19 and receives a +1 bonus to the Warfare Combat roll for each 4 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 6 levels (rounded down).
- If this unit is present in another group, it allows the group to be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1 for each 5 levels of Asari Huntress (rounded down).

Asari Scientist

- This unit has a number of Sustain Damage points equal to 1 for every 5 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 20 and receives a +1 bonus to the Warfare Combat roll for each 5 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 8 levels (rounded down).
- If this unit is present in another group, the group can reroll one Warfare Combat roll Warfare once every warfare round (take best result). It gains a new reroll for each additional 6 levels of Asari Scientist (rounded down).

Engineer / Human Frontier Explorer

- This unit has a number of Sustain Damage points equal to 1 for every 4 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).

- A group with just this unit has a Power Score of 20 and receives a +1 bonus to the Warfare Combat roll for each 5 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 8 levels (rounded down).
- If a group with just one Engineer special unit receives Situation Bonuses to Sustain Damage, it receives an additional +1 bonus. This bonuses increases for each additional 6 levels of Engineer (rounded down).
- If this unit is present in another group, and that group receives a Situation Bonuses to Sustain Damage, it increases that Sustain Damage bonus by +1 for every 5 levels of the Engineer (rounded down).

Infiltrator / Sentient Geth

- This unit has a number of Sustain Damage points equal to 1 for every 5 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 19 and receives a +1 bonus to the Warfare Combat roll for each 4 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 6 levels (rounded down).
- If this unit is present in another group, it allows the group to be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1 for each 6 levels of Infiltrator/Sentient Geth (rounded down).
- If this unit is present in another group, the group gains +1 First Strike and an additional one if the special unit has 12 levels.

Krogan Battlemaster

- This unit has a number of Sustain Damage points equal to 1 for every 4 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 18 and receives a +1 bonus to the Warfare Combat roll for each 4 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 5 levels (rounded down).
- If this unit is present in another group, it allows the group to be used to specifically target any group to gain +1 bonus on the Warfare Combat roll against that unit. This bonus increases by +1 for each additional 6 levels of Krogan Battlemaster.
- If this unit is present in another group, the group gains 1 First Strike and an additional one if the special unit has 12 levels.
- If this unit is present in another group, it allows the group to be used to specifically target a non-ship group to force an enemy group with situation bonuses to Warfare Combat rolls to reduce that bonus by -1 for each 6 levels of Krogan Battlemaster (rounded down).

Quarian Machinist

- This unit has a number of Sustain Damage points equal to 1 for every 4 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 20 and receives a +1 bonus to the Warfare Combat roll for each 5 levels.
- A group with just one Quarian Machinist can be used to specifically target a geth group to gain a +1 bonus on the Warfare Combat roll plus +1 bonus for each 4 levels.
- A group with just one Quarian Machinist can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll plus +1 bonus for each 5 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 8 levels (rounded down).
- If this unit is present in a group, and that group receives a Situation Bonuses to Warfare Combat roll, it increases that Warfare Combat roll bonus by +1. In addition, that group can be used to specifically target a geth group to gain a +1 bonus on the Warfare Combat roll for every 4 levels of the Quarian Machinist (rounded down); or the that group can be used to specifically target a vehicle/ship group to gain a +1 bonus on the Warfare Combat roll for every 5 levels of the Quarian Machinist (rounded down).

Salarian Scientist

- This unit has a number of Sustain Damage points equal to 1 for every 5 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 20 and receives a +1 bonus to the Warfare Combat roll for each 6 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 8 levels (rounded down).
- If this unit is present in a group, that group heals twice as fast and requires only 1/2 healing cost.

Sentinel / Volus Protector

- This unit has a number of Sustain Damage points equal to 1 for every 3 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 20 and receives a +1 bonus to the Warfare Combat roll for each 6 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that

group for each 8 levels (rounded down).

Soldier / Elcor Living Tank / Batarian Brawler

- This unit has a number of Sustain Damage points equal to 1 for every 5 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 17 and receives a +1 bonus to the Warfare Combat roll for each 5 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 4 levels (rounded down).

Turian Agent

- This unit has a number of Sustain Damage points equal to 1 for every 4 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 19 and receives a +1 bonus to the Warfare Combat roll for each 4 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 6 levels (rounded down).
- If this unit is present in another group, it allows the group to be used to specifically target a non-ship group to force an enemy group with geographic bonuses to Warfare Combat rolls to reduce that bonus by -1 for each 7 levels of Turian Infiltrator (rounded down).
- If this unit is present in another group, the group gains +1 First Strike and an additional one if the special unit has 15 levels.

Vanguard / Drell Assassin / Vorcha Hunter

- This unit has a number of Sustain Damage points equal to 1 for every 6 levels (if this unit is in the same group as other units, it adds this number to the Sustain Damage of that group).
- A group with just this unit has a Power Score of 18 and receives a +1 bonus to the Warfare Combat roll for each 5 levels.
- If this unit is present in another group, it provides a +1 bonus on the Warfare Combat roll of that group for each 5 levels (rounded down).
- If this unit is present in another group, the group gains +1 First Strike and an additional one at levels 7th, 15th and 20th.

Player Actions

Player Characters can have an active part during a battle. While the warfare mechanics assume that NPCs use the best of their abilities at all times, PCs are not only using the best of their abilities, they also have the liberty to perform special actions or tactics to increase the advantage of the army they are in.

Player Actions are only available for ground warfare. This is because in space warfare differs greatly from ground warfare. In ground warfare a character can not only move around the entire battlefield, thus affecting many of the characters involved directly, but also it is the character's skills, rather than equipment, that are most determinant for victory.

In space warfare characters serve in ships, thus their actions only affect the ship itself. Also in space warfare, aside from tactics (which are already assumed to be the best, by the warfare mechanics), the most determinant factor for victory are the ships and their equipment. It matters little if a single character has great piloting, gunnery or tactical skills, if the ship he/she is in does not have the proper equipment it won't be able to keep up with the character. In addition, even if one ship is able to keep with that character's actions, the others of the fleet may not. Because of this there are no Player Actions for space warfare.

Player Actions for ground warfare stack with each other, so if multiple PCs are in an army, each of them can perform the same action greater advantage. Most of those actions are selected at the beginning of the warfare round and can change with each new round.

Regardless of his/her choice, a single PC can only perform one Player Action per battle. Some actions require him/her to decide before the battle starts whether or not he/she will want to use that action, making it impossible for the same PC to perform others later on. Others can only be used immediately after the battle, which means the PC must not have performed another Player Action during or before the battle.

Below is a list of possible actions a PC can when faced with a situation where the warfare mechanics rule apply.

Bolster Defenses: A PC can use his/her abilities and skills to improve the defensive tactics of his/her army. The character rolls a Knowledge (tactics) DC 15 check. Success means that if the group has any geographic and/or situation bonuses, it gains a +1 Sustain Damage bonus. For each additional 5 points he/she beats the DC, the bonus increases by +1. Failure by 5 or more works against the PC, removing 1 point of Sustain Damage from the group.

This action is performed during the battle itself.

Hit and Run: A PC can use perform "hit and run" tactics to harass the enemy before the real battle. The character rolls a Hide DC 15 check. Success provides a +1 First Strike to his/her army. For each additional 5 points he/she beats the DC, he/she provides an additional +1 First Strike. Failure by 5 or more works against the PCs' army providing the enemy with +1 First Strike. This action must be performed before the battle.

Offensive Tactician: A PC can use his/her knowledge of tactics and terrain to mitigate any Geographic and/or Situation Bonus the enemy might have. The character rolls a Knowledge (tactics) DC 15 check. Success means he/she selects an enemy group

to force that group with geographic and/or situation bonuses to Warfare Combat rolls to reduce that bonus by -1. For each additional 5 points he/she beats the DC, the bonus is reduced by an additional 1 or a new group might be selected. Failure by 5 or more works in an opposite way becoming, increasing that group's geographic and/or situation bonuses to Warfare Combat rolls by +1. This action is performed during the battle itself.

Bolster Morale: A PC can attempt to bolster the morale of the army he/she serves in before any battle starts. To do so he/she makes a Pre-Battle Rally check (see Morale rules). The PC selects a number of groups equal to its Charisma score (score, not modifier). If the PC succeeds in making them Heartened, the army's Power Score reduces by 1 point (so a Power Score of 18 becomes 17, etc). This action is performed before the battle.

Lead by Example: A PC can attempt to increase his/her army's effectiveness by "leading by example", such as charging the enemy or being in the front line. To do so, the character rolls a Character Level check DC 15. Success provides a number of groups of the PC's army, equal to the PC's Charisma score (score, not modifier), with one reroll for a single Warfare Combat roll. Once this reroll is used, it cannot be used again for the remaining of the battle (not merely the warfare round). For each additional 5 points he/she beats the DC, either those groups gain one additional reroll or a new number of groups equal to the PC's Charisma score gain the same benefit. Failure by 5 or more works in an opposite way providing one reroll for the enemy army. This action is performed during the battle itself.

Battle Control: A PC can use his/her skills to increase the overall effectiveness of his/her army. The PC selects a number of groups equal to its Charisma score (score, not modifier) and rolls a Knowledge (tactic) DC 15 check. Success reduces those groups' Power Score by 1 (so a Power Score of 18 becomes 17, etc). For each additional 5 points he/she beats the DC, the Power Score is reduced by another 1. Failure by 4 or less increases those groups' Power Score by +1. Failure by 5 or more increases by 2 instead. This action is performed before the battle.

Battlefield Medic: A PC can attempt to heal his/her army faster after a battle. The character rolls a Medicine check DC 15. Success means a number of groups of the PC's army, equal to PC's Intelligence score (score, not modifier), heals twice as fast. This action is performed after the battle itself.

Shield Allies: A PC can attempt to use his/her skills to ensure his/her allies survive the battle. The PC selects a number of groups equal to its Intelligence score (score, not modifier) and rolls a First Aid DC 15 check. Success provides those groups with +1 Sustain Damage. For each additional 10 points the PC beats the DC, the bonus increases by +1. Failure by 5 or more indicates the PC utterly fails at this task reducing those group's Sustain Damage by -1. This action is performed during the battle itself.

Coordinate Retreat: If the battle is lost, a PC can attempt to coordinate the retreat of his/her army to save as much allies as possible. The PC selects a number of groups equal to its Wisdom score (score, not modifier) and rolls a Knowledge (tactics) DC 15 check. Success allows those groups to negate one Hit they might have taken (this can prevent them from being destroyed). For each additional 5 points the PC beats the DC, the PC can select a one additional group. This action is performed after the battle itself.

Assault Tactics: A PC can opt to use more aggressive tactics during the battle. The PC selects a number of groups equal to its Intelligence score (score, not modifier) and rolls a Knowledge (tactics) DC 15. Success provides those groups with a +1 bonus on the Warfare Combat rolls. For each additional 5 points he/she beats the DC, the bonus increases by +1. This action is performed during the battle itself and also reduces the Sustain Damage statistics of those groups by 1.

Anti-Armored Tactics: A PC can attempt to use his/her skills to make his/her army more effective against vehicles and/or ships. The selects a number of groups equal to its Intelligence score (score, not modifier) and rolls a Heavy Weapons DC 15 check. Success allows those groups to specific target a vehicle/ship group for that warfare round with a +1 bonus on the Warfare Combat roll. For each additional 5 points he/she beats the DC, the bonus increases by +1. This action is performed during the battle itself.

Space Warfare

With constant disagreements and aggression between factions and races, it was inevitable that war would find its place among space, boosted by the desire of conquest and empowered by various achievements in space exploration technology. But just like ground warfare, space warfare can have thousands of different ships fighting various enemies. Unlike ground warfare, however, if there is only a handful of ships you still need to use these rules since there are no rules to use tactica combat in space (the distances between ships, as well as the 3D environment, would make tactical combat a poor choice to handle space battles). This section provides warfare rules for space combat, similar to those of ground warfare but with a few notorious differences:

- Each warfare round is equivalent to 1d6 minutes of battle (rather than 1d6 hours as it is with Ground Warfare).
- Special Units bonuses do not apply. A single soldier in the midst of an entire ship isn't likely to have a great effect on the battle's outcome, at least not by himself.
- When a battle ends (that means, after one warfare damage roll is made), the GM decides the distance that each vehicle/ship is from each other, depending on his vision of how the battle developed.
- Most characters, unless hell-bent on destroying their enemies, battle for no more than 30 minutes.
- Vehicles and ships that have no Power Score defined in the Warfare chapter are usefulness for combat, usually ending up destroyed faster than any other, or simply ignored/boarded by the enemy.

The various special actions that can be made will depend heavily on Piloting skills and the success depends on the ship being used. Check the Ships and Vehicles chapter for knowledge of Driving/Piloting DCs). For example, a shuttle being used as bait to prevent a frigate from jumping to FTL could require an Extreme Piloting check, where a failure means the shuttle is hit.

Space warfare follows rules similar to Ground Warfare but since the greater the ship the longer the range of its weapons, a space battle is divided into 4 parts, each varying with weapon range:

Extreme – Ranges from 20.000 km to 10.000 km.

Long – Ranges from 2.500 km to 10.000 km.

Medium – Ranges from 100 km to 5.000 km.

Close – Ranges below 100 km.

1st Step: Divide each fleet into groups of units. For this simply determine how many ships of each type the fleet has, then divide them into groups of 1, if there are less than 10 ships of that type in the fleet, in groups of 10 if there are 10 or more and up to 100 ships of that type in the fleet, in groups of 100, if there are between 101 and 1000 ships of that type in the fleet, and in groups of 1000 if there are 1001 or more ships of that type in the fleet. It is fine if a group cannot have the exact number it should have, for example if there are 173 fighters in the fleet, you divide them into two groups of 100, one with 100 and another with 73.

Alternatively, you can divide the groups into smaller groups, so in the example presented you can opt to have one group of 100, seven groups of 10 and three groups of 1. Having units grouped has several benefits and drawbacks, which are explained below. And remember that each group of units will make at least one Warfare Combat roll, meaning that the higher the number of groups, it takes longer to resolve the battle.

Once you have determined the groups, determine their Power Score, Maneuver and Sustain Damage statistics, which equals those of the type of ship that makes up that group. Remember that each group can only have ships of the same type.

2nd Step: The battle usually starts at Extreme ranges (unless the fleets were closer to each other before engaging in hostilities). Each army determines the total number of groups that have Extreme Range Barrage. Each of those groups makes one Warfare Combat roll against the enemy army. Hits resulting from this Warfare Combat roll are dealt only to ships with a Maneuver score equal or lower to the Extreme Range Barrage number of the group of ships (example: an army with 3 groups of 1 Dreadnaught and two groups of 10 Heavy Cruisers will receive three Warfare Combat rolls from each group of 1 Dreadnaught but whose successful hits can only be applied to groups with a Maneuver score equal to 3 or lower, and an additional two Warfare Combat rolls, from each group of 10 Heavy Cruisers but whose successful hits can only be applied to groups with a Maneuver score equal to 1 or lower).

After each fleet's groups have rolled their extreme range Warfare Rolls rolls, determine the number of successful Hits and select which groups will take each Hit. Remove one point of Sustain Damage from the group's statistics for each Hit taken, until there are no more Sustain Damage points available. When there are no more Sustain Damage points, the next Hit 'destroys' the group (see Damage to Groups above).

3rd Step: After the Hits are applied to the various groups, determine if either of the fleets tries to retreat. If no army retreats, the battle proceeds into Long Range, taking into account the damage to the participating ships. The Long Range part works exactly like the Extreme Range but using instead the Long Range Barrage values. After it has played out, determine the damage to each ship and possible casualties. Afterwards they have the option to retreat once again.

4th Step: If no army retreats, the battle proceeds into Medium Range, taking into account the damage to the participating ships. This works just like the Long Range but uses the Medium Range Barrage values. After it has played out, determine the damage and casualties. Retreat is possible after the Medium Range part occurs.

5th Step: If no army retreats, then the battle proceeds into Close Range. In this range, the values of Maneuver and Barrages Values no longer are taken into consideration. Instead, each group gets one Warfare Roll.

6th Step: After the battle each army has the option to retreat, assuming there are still two different armies involved. If none retreats, the battle continues until one does or until one is destroyed.

Damage to Groups: After the battle is finally finished, either because there is a winner or because the army/fleet retreated, the surviving groups are still damaged. Those groups will take an amount of damage equal to 5% for each Sustain Damage point lost (maximum 90%, at which point it is considered 'destroyed'). This damage translates in an additional a -1 penalty of the group's Warfare Combat roll for each 5% of damage done. This penalty remains until the unit is 'healed' (see Healing Units below).

Since Space Warfare occurs by steps (Extreme Range, Long Range, etc), it is possible to enter a given step with penalties from damage.

In addition, when a group no longer has Sustain Damage points and takes a Hit it is considered 'destroyed' and it will not count for additional Warfare rounds (regardless of who might survive). However, being destroyed doesn't mean every single unit or vehicle/ship in the group is destroyed, instead it means the group takes a total of 90% damage.

After a battle, a ship's speed is reduced by an amount equal it has when it begins moving. If damage is healed, the ship must stop for at least 10 minutes to be able to move with a new, different (and higher) speed.

Battle Time: These mechanics assume a warfare round lasts for 1d6 minutes. The GM can also decide the time battle requires to end.

Disbanding Units: Units can be disbanded at no cost. Doing so requires no time.

Merging Units: Merging costs nothing and can be done in 1d4 hours. Merging allows fully healed groups to be joined in one single group.

Reinforcements: Sometimes one force has certain units on standby, or nearby, which can be called to aid in the battle. Any unit distance of the battle enough to enter it (use the unit's speed to determine if it can move fast enough to enter while the battle lasts) may be included in the mechanics above. Those units can be considered as being reinforcements that participated in the battle and so they are at risk of being damaged and destroyed as well. Reinforcements, however, only enter one step after they are called (so if they are called when the battle is in the Long Range phase, the reinforcements only enter in the Medium Range phase).

Healing Units: When a group is damage, it receives a penalty on the Warfare Combat roll. A group with this penalty can be "healed" to remove it. Healing a unit requires the owner of the unit to pay a healing cost and requires the unit to rest for a certain amount of time.

Please note that "healing a group" isn't merely healing/repairing the wounds of the NPCs/ships that compose the unit. It includes equipment repair and replacement, as well as restocking of consumables or other important equipment.

Healing Cost: The cost to heal a group always equals the % of damage taken times the sum of the monthly cost of all units in the group. So if a group containing 5 Frigates was dealt 30% damage, healing this group costs 30% of the sum of Frigates' monthly cost, for a total of 14,722.5 credits (30% of 5 × 9,815). This cost doesn't need to be paid all at once, it can be divided by the number of hours or days it takes to heal the unit and paid separately for each day.

Healing Time: The time required to heal a unit equals 5 hours for each 1% of the damage dealt. So using the example above, if a Frigate is dealt 30% of damage, it will take 150 hours to heal.

During this time, the unit can move from the place at air and sublight speeds while healing. Moving it at FTL speeds, after the unit's healing has started, slows the healing to 1/2. The healing can be halted and initiated later on, this time from the new damage %. If the group/unit has 50% damage or more, it will only have 1/2 of its normal Sustain Damage points (rounded down, minimum of 0) when entering a new combat with that amount of damage.

Retreating: When groups attempt to retreat, they may be pursued. If they are pursued, they are engaged in a new warfare round but in which they take and deal only 1/2 the Hits they would normally take (rounded down) but manage to move faster as if using the Full Speed Ahead special action (see below) but with a result of 25 in the Piloting check. If they aren't pursued, they don't engage in a new warfare round and move freely as if attaining a 25 in the Piloting Check, as above. They only stop moving away until the enemies are a distance at least 1d4 hours away.

Special Actions

Most of the combat with vehicles/ships is inevitably narrative, with players deciding the course of the action and the GM requesting rolls that determine whether or not they are successful. This makes it impossible to determine all the available actions that players will think of and will try to adopt depending on the situation. However, there are several actions that are most commonly performed during battles, which are presented next.

Each PC can only perform one special action during a phase of the warfare round and they last only for the phase in which they are made. Remember that for Space Warfare, a Warfare round has 4 phases (Extreme Range, Long Range, Medium Range and Close Range).

For groups of more of than 1 ship, consider that the entire group performs the same action but unless the group has PCs in it, it can only perform 2 special actions.

For PCs inserted in a larger group, they have the DC of any special action check increased by +2 if the group is a group of 10, by +5 if it is a group of 100 or by +10 if it is a group of 1000.

Note: Some of these actions provide Sustain Damage points. These actions are done before the Warfare Rolls are made (so they can be used to mitigate Hits taken). Others may allow the PCs to recover some lost Sustain Damage points but those actions are also made before the Warfare Combat rolls so they must have lost Sustain Damage points before that warfare round. Extra Sustain Damage points gained, through special actions, never provide penalties if they are lost, cannot be recovered (since at the end of the phase they are removed) and do not negate any penalties from damage already in place. Meaning that only original Sustain Damage points the group possesses count for these things and can be regained. Keep in mind that when one such point is regained by then lost again, for damage purposes it counts as having been lost twice, meaning the damage will be at least 10% (5% for each lost Sustain Damage point).

Any Sustain Damage points that are regained during the Warfare encounter, are removed whenever the ship retreats or the enemy is defeated.

Dodge Enemy Fire: A character can attempt to maneuver the ship he/she is piloting to avoid taking some of the enemy fire. Roll an Advanced Piloting check. If successful, roll a Piloting check and gain a number of Sustain Damage points equal to 10% of the check result (rounded down).

These Sustain Damage points are lost at the end of the warfare phase, if they are not used to negate Hits.

Piloting Countermeasures: A character can attempt to maneuver the ship he/she is piloting to avoid taking some of enemy bombardment. Roll an Advanced Piloting check. For each 5 points higher than the check's DC, you increase the Maneuver score of your ship by 1.

These Sustain Damage points are lost at the end of the warfare phase, if they are not used to negate Hits.

Active Camouflage: Before the start of the battle, you can attempt to hide your ship's presence from the enemy. Roll and Advanced Piloting check. If successful, you can then roll an Damping check vs a free opponent's Decryption check. If you are successful, you are not detected in that phase and cana do one of two things:

- Engage the enemy, allowing you to roll your Warfare rolls first (with a +2 bonus), with the enemy only being able to roll his after yours have been resolved (which can apply penalties to the enemy's roll).
- Or move imediately to the next phase.

In ships that require a crew bigger than 2, other characters that are not piloting the ship can perform this check, without the need to make an Advanced Piloting check. The character that does so has to stop what he was previously doing. The character attempting this must have access to the ship's scans and radars.

Damage Control: If a character is not piloting a ship, he/she can attempt a Repair check DC 20 to recover one lost Sustain Damage point. You regain one additional lost Sustain Damage point for every 5 points you beat the DC.

Focused Scan: You can scan one single enemy in range to learn everything you can about its weaknesses, vulnerabilities and strengths. Roll and Extreme Piloting check. If successful, you can then roll a Decryption check DC 15. If successful, you can specifically target that enemy and gain a +1 on the Warfare Combat roll against that enemy. For every 5 points you beat the DC you increase this bonus by +1.

In ships that require a crew bigger than 2, other characters that are not piloting the ship can perform this check, without the need to make an Extreme Piloting check. The character that does so has to stop what he was previously doing. The character attempting this must have access to the ship's scans and radars.

Special: This action can only be used when in Close Range.

ECM Warfare: You can attempt to disrupt some of the enemy ship's warfare suits through Electronic Counter Measures. Roll and Extreme Piloting check. If successful, then roll an Electronics check DC 20. If successful you can select one group and apply a -1 penalty to that group's Warfare Combat roll. For every 5 points you beat the DC, you increase this penalty by another -1.

In ships that require a crew bigger than 2, other characters that are not piloting the ship can perform this check, without the need to make an Extreme Piloting check. The character that does so has to stop what he was previously doing.

Special: This action can only be used when in Close Range.

Software Repair: You can attempt to repair your ship's software to remove any ECM Warfare effects the enemy might have against you. Roll and Extreme

Ships	Speed	Purchase Cost (credits)	Monthly cost (credits)	Power Score	Maneuver	Sustain Damage	Barrage Values
Reaper Capital Ship	FTL: 1.25 ly/h (100) Sublight: 2.75 AU/h (100)	N/A	N/A	3	1	10	Long Rage Barrage 4; Medium Range Barrage 5
Reaper Destroyer	FTL: 1.25 ly/h (100) Sublight: 3 AU/h (100)	N/A	N/A	10	4	2	Medium Range Barrage 6
Reaper Oculus	FTL: 0.30 ly/h (100) Sublight: 4.5 AU/h (100)	N/A	N/A	17	6	0	
Collector Cruiser	FTL: 1 ly/h (100) Sublight: 12 AU/h (100)	N/A	N/A	11	4	2	Medium Range Barrage 6
Dreadnaught	FTL: 0.45 ly/h (36) Sublight: 4.5 AU/h (24)	20,034,210,000	60,102,630	7	1	5	Extreme Range Barrage 3; Long Rage Barrage 4; Medium Range Barrage 5
Carrier	FTL: 0.48 ly/h (24) Sublight: 6 AU/h (24)	1,000,023,000	3,000,069	11	1	4	Medium Range Barrage 4
Heavy Cruiser	FTL: 0.50 ly/h (22) Sublight: 7.5 AU/h (33)	207,050,000	621,150	10	2	3	Extreme Range Barrage 1; Long Range Barrage 4; Medium Range Barrage 5
Cruiser	FTL: 0.55 ly/h (25) Sublight: 8.25 AU/h (75)	78,715,000	236,145	13	3	2	Long Range Barrage 4; Medium Range Barrage 4
Frigate	FTL: 0.6 ly/h (33) Sublight: 9 AU/h (100)	3,271,800	9,815	15	4	1	Medium Range Barrage 6
Interceptor	FTL: 0.70 ly/h (10) Sublight: 9.38 AU/h (100)	572,000	1,716	16	7	0	
Fighter Craft	FTL: 0.70 ly/h (10) Sublight: 8.75 AU/h (100)	100,000	300	18	6	0	
Shuttle	FTL: 0.6 ly/h (10) Sublight: 7.5 AU/h (100)	80,000	240	20	6	0	
Space station 5+ km long	Cannot move	N/A	N/A	4	0	8	Extreme Range Barrage 1; Long Rage Barrage 4; Medium Range Barrage 6
Space station 1-5 km long	Cannot move	N/A	N/A	6	0	4	Extreme Range Barrage 1; Long Rage Barrage 4; Medium Range Barrage 4
Space station less than 1 km long	Cannot move	N/A	N/A	9	0	2	Long Rage Barrage 3; Medium Range Barrage 4

Piloting check. If successful, you can then roll an Electronics check DC 15. If successful, you reduce the ECM Warfare penalty the enemy applied to you by 1. For every 5 points you beat the DC, you reduce the penalty one by 1 additional point.

In ships that require a crew bigger than 2, other characters that are not piloting the ship can perform this check, without the need to make an Extreme Piloting check. The character that does so has to stop what he was previously doing.

Disable Comms: You can attempt to disrupt your enemy's communication channels. Roll and Extreme Piloting check. If successful roll an opposed Damping check against the target vehicle/ship (standard NPCs controlling the communications have between a +8 and a +15 bonus on the Damping check). If you

Ships	Special
Reaper Capitol Ship	Rolls 5 Warfare Combat roll each warfare round; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -5 penalty on its Warfare Combat roll
Reaper Destroyer	Rolls 3 Warfare Combat roll each warfare round; A group with this unit must be specifically targeted and can only take hits from the group targeting it. In addition that group takes a -2 penalty on its Warfare Combat roll
Reaper Oculus	A group with these units can make one Warfare Combat roll against one Fighter Craft or Interceptor groups before the combat starts (similar to what First Strike does in Ground Warfare)
Collector Cruiser	Rolls 3 Warfare Combat roll each warfare round;
Dreadnaught	Rolls 4 Warfare Combat roll each warfare round; Can carry 70 Fighter and/or Interceptor ships and 4 Frigate ships
Carrier	Can carry 300 Fighter and/or Interceptor ships and 5 Frigate ships
Heavy Cruiser	Rolls 2 Warfare Combat roll each warfare round; Can carry 30 Fighter and/or Interceptor ships; Only the Human Alliance produces Heavy Cruisers
Cruiser	Rolls 3 Warfare Combat roll each warfare round; Can carry 30 Fighter and/or Interceptor ships
Frigate	Rolls 2 Warfare Combat roll each warfare round; A group with these units can make one Warfare Combat roll against three Fighter Craft and/or Interceptor groups before the combat starts (similar to what First Strike does in Ground Warfare)
Interceptor	A group with these units can make one Warfare Combat roll against three Fighter Craft groups before the combat starts (similar to what First Strike does in Ground Warfare)
Fighter Craft	
Shuttle	Can carry up to 15 NPCs
Space station 5+ km long	Can carry 1.000 Fighter and/or Interceptor ships, 50 Frigate ships, 20 Cruiser ships and 1 Dreadnaught and/or Carrier and/or Heavy Cruiser ship
Space station 1-5 km long	Can carry 500 Fighter and/or Interceptor ships, 20 Frigate ships and 10 Cruiser ships
Space station 1 km or less long	Can hold 100 Fighter and/or Interceptor ships, 4 Frigate ships and 4 Cruiser ships

are successful, you disrupt the enemy's communications. If you are not successful, you must try again. In case the enemy manages to disrupt your communication channels, you can use this action to restore them.

In ships that require a crew bigger than 2, other characters that are not piloting the ship can perform this check, without the need to make an Extreme Piloting check. The character that does so has to stop what he was previously doing. The character attempting this must have access to the ship's communications.

Special: This action can only be used when in Close Range or Medium Range.

Full Speed Ahead: While piloting a ship, you can attempt to increase its speed (a tactic useful for escaping, for example). To do so you simply roll a Piloting check DC 15. If you succeed, you increase your ship's speed by 10%. For every 5 points you beat the DC, you remove an additional 10%. Doing so, however, has its consequences. First, for every 10% increase in speed, you reduce your vehicle/ships fuel reserve by 1 hour (if this reduction reduces your ship's fuel reserve to less than 1 hour, then you cannot gain the increased speed bonus). In addition, after 1 hour has passed since you first increased the ship's speed, you roll a % chance. If the result is less or equal to the amount of speed increase you gained through this special action, then your vehicle/ships engines are damaged and you must make a Repair check DC equal to the Piloting check DC (this check represents a work time of 2d4 hours and until repaired, the vehicle/ship cannot move). For this % chance, add all the amount gained in the last hour to determine the % DC, meaning that if you used this action three times to gain a 10% speed increase in each, the % DC is 30%.

Special: By using this action, you may increase the chance of moving from one range to another (from Close Range to Medium Range, for example). The GM determines how long it takes for you to gain distance from your enemy and thus enter in another Range category. If by chance a warfare roll is made and it happens to be larger than the amount of time you require to change Range category, then both you and the enemy will only deal less damage, depending on the amount of time spent in Close Range and the rest spent in another Range. Example: if you require 4 minutes to get from Close to Medium Range and the battle will last 6 minutes, then both you and your opponents will reduce the amount of Hits by 2/6, rounded normally (which is equivalent to the amount of battle time spent in Medium Range). Jumping to another Range category during a battle starts the warfare mechanics for the new Range category.

Emergency FTL Jump: While piloting a ship, you can attempt to immediately retreat from a battle by making an emergency jump to FTL. To do so you must succeed on an Extreme Piloting check that has its DC increased by 5. If you succeed, you escape into FTL taking no damage whatsoever during that warfare roll. If you fail, you remain in the battle. Using this action so carries a 25% chance that you will end up in an unknown place and a 10% of that place is actually dangerous (such as the gravity well of a gas giant or even the inside of a black hole's event horizon).

Bombardment Efficiency: While not piloting a ship, you can attempt to increase the bombardment power of your ship by taking command of the weapon's systems. You roll a Heavy Weapons check DC 20. If successful, you increase your Extreme Range Barrage, Long Range Barrage and Medium Range Barrage values by 1. For every 5 points you beat the DC, you increase those values by an additional 1. You only increase Barrage values that your ship normally possesses. The character attempting this special action must have control of the weapon's.

Weapon's Calibrations: While not piloting a ship, you can attempt to increase the efficiency of your ship's weapon systems. You roll an Electronics check DC 15. If successful, you gain one reroll for that vehicle/ship Warfare Combat roll (take best result). For every 5 points you beat the DC, you gain one additional reroll. These rerolls are lost at the end of the warfare round. The character attempting this special action must have control of the weapon's.

Rapid Fire: While not piloting a ship, you can attempt to increase the rate of fire of your ship by taking command of the weapon's systems. You roll a Heavy Weapons check DC 25. If successful, the group where your ship is part of makes one additional Warfare roll that phase. For every 5 points you beat the DC, you gain one additional Warfare roll. The character attempting this special action must have control of the weapon's.

Geographic Features

Though space is usually empty, there are two important features that may affect space battle: asteroid fields and gas clouds.

Asteroid Fields: To successfuly navitage in an asteroid field, an Advanced Piloting or an Extreme Piloting check is necessary (depending on the density of the asteroid field). Failing in the check provides 1 or 2 Hits against the group (depending on the density of the asteroid field). This check is made every phase while in combat, or once per day when not in combat.

Gas Clouds: In a gas cloud the range of radars and scanners is reduced by 1/4, 1/3 or 1/2 (depending on the density of the gas cloud). In gas clouds no battle can start at Extreme Range or Long Range (depending on the density of the gas cloud) and the speed of all ships is reduced to 3/4 or 1/2 (depending on the density of the gas cloud)

Units Statistics (space warfare)

Power Score: This entry provides the base Power Score of each individual unit.

Sustain Damage: This entry provides the base Sustain Damage of each individual unit.

Speed: This represents the speed of a ship for warfare statistics. This speed column presents two different values: one for when the ship is moving at faster-than-light speeds and another when it is moving at sublight speeds. The first is measured in Light Years per hour and the second is measured in Astronomical Units per hour (1 AU = 150.000.000 km). In parenthesis is the amount of hours it can travel. Please note that this amount of hours takes into consideration the need to refuel, the need to discharge core and even other needs such as scan/scout ahead and scan for nearby enemy forces.

Maneuver: This indicates the maneuver score of each individual ship.

Barrage Values: This column indicates the barrage values for each range that an individual ship has.

Purchase Cost: This value indicates how much it costs to acquire (usually build) a specific ship, along with its crew. This value is only important when a character is capable of controlling armies. Characters that are not capable of such cannot purchase units.

The time it requires to have an available ship, after being purchased, is around 1d6 days (GM may determine otherwise). Construction times, however, are much larger.

Monthly Cost: The total value it costs to maintain the ship per month. Usually this cost equals 0,03% of the purchase cost. This is paid at the beginning of each month and includes the crew's fees.

Special: The second table contains information about any special abilities the ships might have that affect the warfare mechanics.

The ability to hold or carry ships has no real impact on the warfare statistics (the ship's statistics does not include the statistics of the ships it can carry/hold). Instead, it merely serves to indicate how many ships it can launch during the battle, or how many ships it can carry with it while it is moving.

Ships that are not launched during a battle do not enter in the battle's statistics and do not suffer any damage (unless the ship/station that is carrying/holding them is destroyed, in which case so are they).

NPC modifiers

Unless a ship is controlled by PCs, it will have a crew to do all the work. Even in ships where PC's are present, it is likely there will be additional crew members. Since it is not practical to create every single crew NPC, merely consider, as a general rule, that crew members have a +10 skill modifier in any relevant task and are considered to have enough skill ranks to perform the action. Remember that the crew can only perform 2 actions per phase.

Crew members with higher skill bonuses may be hired but for every +5 bonus to their modifier, the monthly cost of the ship increases by 10%.

Battle Example

This small section seeks to provide a clear example of how a non-tactical combat between vehicles/ships works. Imagine the following situation: the squad of PCs has their own Frigate and are currently on route to engage two enemy Frigates and their escort of 20 Fighter Crafts.

The groups of each side are then divided as follows:

- The PCs' frigate constitutes one single unit of 1 Frigate.
- The enemy would be divided in two groups of 1 Frigate and 2 groups of 10 Fighter Crafts.

Since no group has Barrage Values that reach more than Medium Range, the battle starts at that range category. The PCs decide that for the first battle roll they will use no special actions and the enemy does the same. But they also decide to first use their Frigate special ability and roll against the two groups of Fighter Crafts. In one of the rolls, the PCs get a result of 16 and result of 12, meaning they land one Hit against one of the Fighter Craft group. Normally this would mean the Fighter Craft group would be destroyed, since they are combined in a group of 10, their Sustain Damage is not 0 but rather 1, and so this point negates the Hit. This results in the group surviving, but 1/2 of the units in that group are considered destroyed, and because one Sustain Damage point was lost that group will get a -1 on its Warfare Combat roll.

After the special ability of the Frigate is used, they move onto the Medium Wealth rolls. The enemy Frigate groups each roll a 15 and a 7, meaning one of them lands a Hit on the PC's Frigate; the undamaged Fighter Craft group rolls a 17 (normally that group would gain a +1 Warfare Combat roll because it is a group of 10 but that bonus is mitigated by the loss of the Sustain Damage point he already lost, which implies a -1 on its Warfare Combat roll). Because it is a 17 and not an 18, that Fighter Craft group fails to land a Hit. The other Fighter Craft group rolls a 2 and also fails to land a Hit. The PCs Frigate rolls a 19 and lands a Hit that the GM determines goes to one of the enemy Frigate groups.

After the Medium Ranges are played out, the results are as follows:

- The PCs' frigate has lost its Sustain Damage point and so it will take a -1 penalty on the following Warfare Combat rolls.
- One of the enemy's Frigate groups also lost its only Sustain Damage point and will take a -1 penalty on the following Warfare Combat rolls.
- The other Frigate group is still at 100%, as well as one of the enemy's Fighter Craft group.
- The other Fighter Craft group also lost its only Sustain Damage point and will take a -1 penalty on the following Warfare Combat rolls.

Though in clear disadvantage, the PCs still wish to test their luck and don't retreat, and so the battle moves into Close Range the first Warfare damage roll ensues. This damage roll will represent 1d6 minutes of battle, as previously stated in this chapter (instead of 1d6 hours). The result is 4 minutes of battle.

The players decide to use special actions to try and gain the upper hand.

- The pilot decides to attempt an Advanced Piloting check to Dodge Enemy Fire. He succeeds and rolls a Piloting check with a result of 24, thus gaining 2 Sustain Damage points (10% of 24).
- Another PC, that isn't piloting, decides he will attempt a Focused Scan. Since he is not piloting, he doesn't need to make an Extreme Piloting check. He immediately rolls a Decryption check and obtains a result of 16, just enough to provide their side with a +1 bonus to the Warfare Combat roll (useful to mitigate the penalty the Frigate is suffering from the loss of the Sustain Damage point).

The enemy decides not to use any special actions, convinced of their superiority.

At Close Range each of the Frigate groups will get two Warfare Combat rolls instead of just one. The battle at Close Range goes as follows: the PCs manage to land only one Hit but the GM determines it goes against the other Fighter Craft group. This time, however, the enemy lands two Hits removing the Sustain Damage points the PCs managed to gain.

Seeing they failed to kill one of the enemy's groups, or at least ensuring the other Frigate would also be damaged, the PCs realize they might be in trouble and attempt to escape. The enemy however, is not keen of letting them retreat and intends to pursue. The squad decides to try and reach a nearby asteroid field and use the Dodge Enemy Fire special action again along with the Full Speed Ahead special action, while retreating. With this they manage to increase their ship's speed by an additional 10% (in addition to the 50% increase the retreating action provides) and they also manage to gain 1 Sustain Damage point.

The GM tells them that they will only be able to reach the asteroid field in 6 minutes, but thanks to their increased speed they will move out of Close Range in 3 minutes. They only have to survive until then and can probably escape with their lives.

Another PC attempts to buy even more time by performing a Damage Control special action. He rolls a Repair check and gets a result of 21, allowing the Frigate to regain 1 lost Sustain Damage point.

Because the enemy is still in Close Range and decided to pursue the PCs, another warfare roll ensues. The time for this warfare roll is determined and results in 3 minutes. Alas, luck is not yet on the side of the PCs, for had it resulted in 4 minutes they would only take 3/4 the Hits from the enemy. Still, it means that after this roll they will be in Medium Range again and will take less damage.

For this new warfare round, each enemy decides to make a Dodge Enemy Fire and manage to gain 1 point of Sustain Damage. The PCs make two Warfare Combat rolls and this time manage to land two Hits. The GM decides that one of those Hits is negates by the Sustain Damage point one of the Frigates just gained and the other by the Sustain Point the undamaged Frigate still had. The enemy this time managed to land 4 Hits but since the PCs are retreating they only take 1/2 that, so they only take 2 Hit which they negate with the Sustain Damage point gained from the Dodge Enemy Fire special action and with the one regained from the Damage Control special action.

The enemy keeps pursuit and so a new warfare roll is made. This time it would take 2 minutes, meaning the PCs now enter Medium Range right at the start of the battle, thus starting the warfare mechanics for that range category. The players decide to keep the same special actions (pilot made a Dodge Enemy Fire+ Full Speed Ahead while another made a Damage Control) and managed to maintain the same bonuses, meaning that 1 minute after this battle they will reach the asteroid field. Because they are moving away at speeds higher than their enemies, the battle will not have Close Range rolls unless the enemy uses the Full Speed Ahead action and manages to move from Medium Range to Close Range category. In this case the enemy did not, in order not to risk damaging their engines.

This Medium Range battle is somewhat short an uneventful because only the 2 groups of Frigates can actually don anything, and while the PCs' Frigate may fire, using the retreat action reduces the number of successful Hits to 1/2 so they deal no damage whatsoever. The enemy also fails to land any Hit and so the PCs end this warfare round with at least 1 Sustain Damage point, regained from the Damage Control special action.

A new battle ensues but this time things may be different. If the battle takes only 1 minute, then a new Medium Range battle is made normally. If it takes more than that, then the PCs would have entered the asteroid field. The GM rolls 1d6 and determines the battle will take 5 minutes, more than enough time to enter the asteroid field. However, the GM also tells the PCs that entering the asteroid field has its own risks and limitations:

- 1st, it requires an Extreme Piloting check to be made just to navigate in it while battling. To navigate through it while not in battle it requires an Advanced Piloting check. In addition, it will increase the DCs for all Advanced and Extreme Piloting maneuvers by +10. A failure on the check made to navigate results in a collision that automatically deals 2 Hits. Should this happen to the PCs' frigate, they are automatically killed.
- 2nd, inside the asteroid field the ships will have to move at normal speed, which means the enemy will catch up and enter in Close Range.
- 3rd, only Close Range battles are possible inside an asteroid field.

Because of this, the GM also informs that of the pursuing enemies, only one Frigate decides to enter the asteroid field, along with a group of Fighter Crafts, while the rest are likely to wait outside the field and wait for communication from those that went in, about possible exist vectors used by the PCs. Those that went in decide to make no special actions, with exception of the frigate that attempts a Damage Control and a Dodge Enemy Fire special actions, regaining one lost Sustain Damage point and gaining a new one.

With all this information, the pilot decides that he will not perform any special actions, ending the Dodge Enemy Fire + Full Speed Ahead action. Another PC decides he will attempt an ECM Warfare action and manages to reduce apply a -2 penalty on Warfare Combat roll to the enemy Frigate, and a third PC decides to attempt a Disable Comms special action, in which he succeeds. This way, those outside will not be able to chase the PCs once they exit the asteroid field.

Now before the battle roll is made, everyone must roll the Extreme Piloting check, to see if they suffer from a collision against an asteroid or not. The GM rolls and informs that a group of Fighter Crafts fails the check and are inevitably destroyed by asteroids. This leaves only one frigate, that has recovered its Sustain Damage point, gained a new one and has a penalty of -2 to its Warfare Combat roll. At least against these the PCs feel they have a good chance.

The battle ensues inside the asteroid field and this time the PCs are in luck. They not only manage to land 2 Hits on the enemy Frigate but also the enemy Frigate fails to land Hits on them. This gives the PC's Frigate a clear advantage for not only do they still have 1 Sustain Damage point and no penalty to their Warfare Combat rolls while the enemy Frigate has no Sustain Damage points and chances are the PCs will once more attempt an ECM Warfare special action, increasing the Frigate's difficulty to land a successful Hit.

The GM thus decides the Frigate attempts to make a retreat in the next warfare roll. The PCs, realize they now have a chance to try and escape, this time requiring only an Advanced Piloting check to move through the field since they are no longer engaged in battle. They decide to take that chance, just in case, and safely leave the asteroid field without any battle roll being made (since both sides simply retreated from the battle). No new enemy appears on the radar but just to be sure they immediately move towards the nearest system with a Mass Relay, hoping to find shelter and a place to make repairs…

Resting

Resting is as much important as combat itself. It is during a rest that characters regain lost hit points, cure fatigued or exhausted conditions, recover from ability damage, regain usages of equipment and/or abilities.

Resting requires the characters to stay in the same area, doing no more than very simple tasks (such as talking, eating, cleaning up their equipment and sleeping) for about 8 hours. Alternatively characters can choose to spend a full day (24 hours) resting to gain greater benefits. This is called a "full rest".

Hit Point Recovery: A normal rest allows a character to recover a number of HP equal to the character's HD and a number of Plating HP equal to your Constitution modifier or your HD (which ever is lower, but with a minimum of 1 Plating HP). A full rest doubles this number. The Heal skill can be used to increase this recovery rate even further.

Ability Damage Recovery: A normal rest allows a character to cure 1 point of ability damage. A full rest allows him to cure 2 points of ability damage. The Heal skill can be used to increase this recovery rate even further.

Recovering from fatigue: A normal rest allows a character to cure any fatigued or exhausted condition. Any exhausted character cures this condition with a single 1 hour rest but it only becomes fatigued instead. See appendix for more information on this conditions.

Being Interrupted while Resting: If, for some reason, the rest is interrupted (by a battle, for example), the characters do not gain any of the recovery benefits granted by a rest (but depending on how much they have already rested, the exhausted conditions may be healed; see exhausted condition in the Appendix).

If characters are making a full-rest but are interrupted, they are still electable to gain the benefits of a normal rest (but not a full rest) depending on how many hours they are allowed to rest (minimum of 8).

Multiple Rests: Characters cannot do a normal rest right after another, nor a normal rest right after a full rest. So resting 16 hours doesn't provide any additional bonus beyond those of a normal rest. They can, however, make several full rests, one right after the other as long as those days are merely filled with simple tasks and don't strain the characters in any way.

Holding on without Rest: A character can hold on without resting for a number of hours equal to its Constitution score. After that time characters must make Constitution check DC 10 + 1 for each additional hour spent without rest. Failing this save automatically makes the character fatigued.

Fatigue and rest demand: When a character becomes fatigued for at least one hour or more, he must make a Constitution check DC 10 + 1 for each additional hour fatigued to avoid becoming exhausted.

Exhaustion and sleep demand: After becoming exhausted, the character must make Constitution checks DC 10 + 1 for each additional hour exhausted to avoid falling unconscious. This unconscious state lasts for 1 hour and afterwards the character is just sleeping. This sleep lasts for a number of hours equal to 1d12 + the character's Constitution score, and he gains the rest benefits depending on how many hours the character sleeps

Possible GM considerations: Since it lacks realism the fact that characters are no longer entitled to the recovery benefits of a rest if they only rest for 7 hours, you, as a GM, can determine that characters still gain part of the resting benefits even if they only rest for a few hours or if their rest is interrupted. One possible consideration is to divide the number of resting benefits (HP and ability damage recovered) and grant each portion of those benefits depending on how many hours the characters rested.

Despite the rules and consideration you follow, just remember that the exhausted condition requires at least 1 hour of rest to be healed and the fatigued condition can only be healed with 8 hours rest (even if you decided that an interrupted rest still granted healing benefits to the characters).

Overland Movement

Characters spend a lot of time getting from one place to another, either reaching for a new city to trade their loot or to reach the place of their next quest. The GM moderates the pace of a game session, so he or she determines when movement is so important that it's worth measuring. During casual scenes, you usually won't have to worry about movement rates. If your character has come to a new city and takes a stroll to get a feel for the place, no one needs to know exactly how many rounds or minutes the circuit takes.

Note that the movement of a party equals the movement of the slowest party member.

There are three movement scales in the game, as follows.

- Tactical, for combat, measured in feet per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

Modes of Movement: When moving creatures generally walk, hustle, or run.

Walk: A walk represents about 3 miles per hour for an unencumbered human. You can walk 8 hours in a day of travel without a problem. The rest of the day time is spent making and breaking camp, resting, and eating. Walking for longer can wear you out. *Hustle:* A hustle represents about 6 miles per hour for an unencumbered human. You can hustle for 1 hour without a problem. Hustling for a second hour in between periods of sleep or rest deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A creature that takes any nonlethal damage from hustling becomes fatigued.

Run: Moving faster in a straight line. See Run, in the Combat chapter.

Tactical Movement

Use tactical movement for combat. Characters generally don't walk during combat – they hustle or run. A character who moves his or her speed and takes some action, such as attacking or using a power, is hustling for about half the round and doing something else the other half.

Local Movement

Characters exploring an area use local movement, measured in feet per minute.

Overland Movement

Creatures covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. You can walk or hustle on an overland scale, but you can't run for an extended period. A day represents 8 hours of actual travel time.

Terrain: The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see table below). Travel is quickest on a highway, not quite as fast on a road, and slowest through trackless terrain. The terrain modifiers to overland travel apply even when moving with ground vehicles. Flying vehicles, however, are not affected by those modifiers.

Darkness or Poor Visibility: If a party is moving in conditions of darkness or poor visibility, then reduce the total distance moved by 1/2 (after terrain modifiers have been applied). If the party is moving with a vehicle that can illuminate a large area ahead then don't apply this reduction.

Forced March: You can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, you take 1d6 points of nonlethal damage. A creature that takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible to march until you become unconscious.

Chases: Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Terrain	Highways	Road	Trackless
Desert, Sandy, Icy	×1	×1/2	×1/2
Forest	×1	×3/4	×1/2
Hills	×1	×3/4	×1/2
Jungle	×1	×3/4	×1/4
Moor	×1	×1	×3/4
Mountains	×3/4	×1/2	×1/4
Plains	×1	×1	×3/4
Swamp	×1	×3/4	×1/2
Tundra	×1	×3/4	×3/4

Speed	15 feet	20 feet	30 feet	40 feet	50 feet	60 feet	+10 feet
One round (Tactical)							
Walk	15 ft	20 ft	30 ft	40 ft	50 ft	60 ft	+10 ft
Hustle	30 ft	40 ft	60 ft	80 ft	100 ft	120 ft	+20 ft
Run (×4)	60 ft	80 ft	120 ft	160 ft	200 ft	240 ft	+40 ft
One Minute (Local)							
Walk	150 ft	200 ft	300 ft	400 ft	500 ft	600 ft	+100 ft
Hustle	300 ft	400 ft	600 ft	800 ft	1,000 ft	1,200 ft	+200 ft
Run (×4)	600 ft	800 ft	1,200 ft	1,600 ft	2,000 ft	2,400 ft	+400 ft
One Hour (Overland)							
Walk	1.5 miles	2 miles	3 miles	4 miles	5 miles	6 miles	+1 mile
Hustle	3 miles	4 miles	6 miles	8 miles	10 miles	12 miles	+2 miles
Run	-	-	-	-	-	-	-
One Day (Overland)							
Walk	12 miles	16 miles	24 miles	32 miles	40 miles	48 miles	+8 miles
Hustle	-	-	-	-	-	-	-
Run	-	-	-	-	-	-	-

Handling Space Exploration

There is no real way to handle space exploration. It is impossible to detail every world, let alone the entire galaxy. Even the information presented in the games is merely a fraction of what is known in the galaxy. GM's are encouraged to create their own star clusters and systems since most presented here are actually star systems that have no colony or civilization whatsoever. Don't be afraid of introducing new systems if they fit the needs of your campaign, even if you have to present the system as one that "has yet to be entered in the records".

Likewise, it is impossible to detail what a ship might find when exploring a star system. Asteroid belts, debris clouds, gaseous formations, storms, derelict ships, etc. If you want your players to interact with such detail, just introduce them as you need (though remember to keep it credible, for example having them find a lost derelict ship in a heavily populated star system of Citadel Space would hardly be credible).

As for space movement, it is completely impossible to determine how much a ship must move in order to reach a planet. Planets orbit around their respective stars at different speeds and orbits. And a moving the ship would have to dodge gravity wells, asteroids, abnormal solar flares, etc. To simplify, you can adopt the following rules:

- Ignore planetary orbits (unless you decide otherwise). Instead consider only their orbital distance as the "location" of the planet/feature around the star. This is measured in Astronomical Units (AU). You can check these, and other important information about Mass Effect planets and systems, in the free web-addon created for this game or in the Mass Effect Wikia.
- When entering a system through a Mass Relay, the ship appears roughly in the same place as the Mass Relay (a difference of several hundred thousand km is irrelevant in terms of Astronomical Units (which is the distance unit used to measure movement within star systems).
- When entering a system without a Mass Relay, the ship is considered to have entered the system when it stands at a distance of 5 AU from the furthest planet/Relay of that system.
- To move within a system, merely subtract the current "location" of the ship (measured in AU) from the destination's "location" (measured in AU). The difference indicates how much the ship will need to move.
- Since orbits aren't defined, and many other obstacles may exist as well, such as gravity wells, asteroids, gas clouds, etc, a random factor must be added to determine how much the ship actually moved. Roll a d%, add 50 and divde by 100. Multiply the distance by the result, giving you the final distance required to reach a certain destination. This may result in the ship moving less than initially required by subtracting say two planets "locations". However, this can be explained by taking advantage of gravity wells and slingshot effects, for example.
- Destinations are plotted into a ship's navigational computers. If the distance to be moved will make the ship run out of fuel, then the computer warns the pilot of that before the voyage begins. In the event the ship may run out of fuel, the players may decide to wait until a new, less expensive trajectory can be plotted. Since plotting a new trajectory takes time, assume that only one trajectory can be plotted every 4 hours.

Example: a group of players has a ship with the following

SR2
SR2
NORMANDY

statistics:

FTL speed: 0.6 ly/h (consumes 15 units of fuel for every ly)

Sublight speed: 3.2 AU/h (consumes 5 units of fuel for every AU)

They wish to move to a planet that is on a different star system, which is 12 light-years away. They move those 12 light-years as if moving in a straight line so they consume 180 units of fuel and spend 20 hours to get there (12 ly × 15 = 180).

Once there they are at a distance of 75 AU from the system's star but the planet they wish to get to is at a distance of 32 AU. The difference between their "location" and the planet's "location" is 43 AU. They plot a trajectory to it and roll the d%, add 50 and divide the final result by 100, resulting in 1.31. That means the 32 AU difference is then multiplied by 1.31, totaling 41.92 AU. Since that would spend an additional 13.1 hours and 65.5 units of fuel, they decide to try and plot a new trajectory, waiting 4 hours. For this new trajectory they once more determine the random factor (d%+50 divided by 100) obtaining a factor of 0.65. Thus the final distance required to reach the planet, with this new trajectory, is 20.8 AU, requiring a total of 6.5 hours and 32.5 units of fuel. Since the second trajectory is already an extremely good one, they decide to go with it.

Keep in mind that sometimes players may put themselves on the risk of becoming adrift in space. Such occurrence may well end a campaign. If you see this happening, and are not willing to end a campaign in such embarassing way, either allow players to pay for the journey to the fastest fuel depot (with either credits and/or resources) or say they are found a few hours or days later by a passing ship that rescues them.

These rules should only apply to sublight movement. Air movement should not have these considerations and neither should have FTL movement, since at these speeds and environments the ships can move almost in a straight line.

Refueling

Whenever characters get to travel through space with a ship of their own, fuel definitely becomes a major issue. Not all systems possess means to refuel ships while others may actualy be littered with helium-3 fuel stations/depots. As a rule, every colony/station has refueling capabilities (both for ships capable of landing or for ships that must remain in space). Other than that, fuel stations/depots may also be present.

Stranded in space or on a non-colonized planet

In a few occasions players may find themselves stuck on a planet or in space for days, possibly even weeks or months, either because their ship crashed, was badly damaged or ran out of fuel.

Should this happen, lack of food and water becomes a serioud problem. As a rule, assume that every ship has supplies to sustain its entire crew for 3 months. After that, starvation and thirst may occur. Supplies can be rationed, of course, but that can only get you so far.

Use caution in such situations, as they may easily lead to situations where PCs face other PCs or the crew, or worst where PCs risk dying of thrist or starvation.

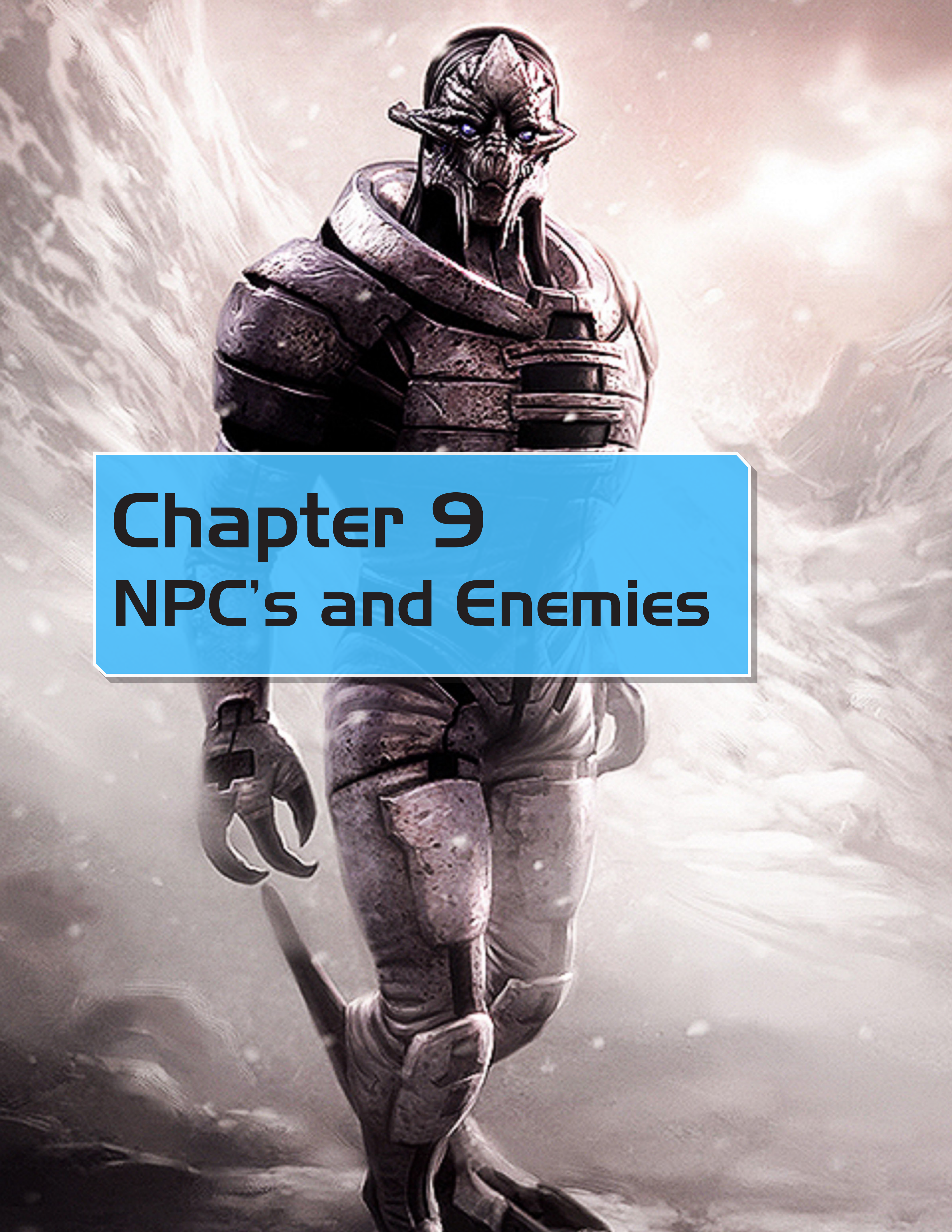
Space Dementia

Space dementia refers to whenever a character has a mental breakdown as a direct result of being in space or another non-colonized planet for too long. It is a direct consequence of a situation where a character loses hope of being rescued and returning home or simply returning to some form of civilization, but it can be greatly magnified by the sheer size of space and how impossibly rare it is to have someone just "pass by" or even find him in all the emptyness and cold of space.

So if a character becomes stranded, even if he has companionship he will eventually break down at least once. If a character spends more than 2 weeks stranded in the same place, he must make a Will save DC 5. Failure indicates he suffers a mental breakdown. Success allows him to continue as normal (though the GM may determine that his morale is suffering, as expected given the situation). For every 2 additional days, the DC increases by 1 (so 10 days after the 2 week limit, the DC is 10, and so on). When a character suffers a mental breakdown, any sort of organized task he was performing (such as rationing food) is not performed for the duration of the mental breakdown, which lasts for 2d6 hours. Once an episode of space dementia passes, the character returns to normal but loses 1 point of Wisdom and 1 point of Charisma (which can only be recovered when returning home) and the process starts again from scratch but with a starting DC of 10 and with the limit reduced to 1 week (additional episodes won't reduce the time limit or increase the DC any further).

Regardless of how many times an episode of space dementia occurs, the character can never lose more than 5 points of Wisdom and 5 points of Charisma with space dementia.

If a character attains a natural 1 on a Will save against space dementia, he beings to show signs of pure crazyness mixed with depression and after half the time of the space dementia episode has passed the character will attempt to kill himself through some radical and possibly extremely dangerous means. Other characters can try to stop him, of course.



Chapter 9

NPC's and Enemies

In this chapter are presented several types of enemies to be used in campaign for characters to face and defeat, thus gaining experience. Most of these use normal character classes and the normal process of character creation. This is not always true and certain creatures may possess features and abilities not available through "normal" rules like races, classes, powers, items, etc (example: all the Geth Prime's DR).

This chapter also presents several useful NPCs, like guards, the GM can use to enhance the campaign.

Each creature description is organized in the same general format, as outlined below.

Basic Information

This first group provides the most basic information the GM needs to know about the creature in question. It possesses the following information, usually displayed in this order.

Name and Challenge Rating

It starts by a line indicating the name by which the creature is generally, followed by the creature's challenge rating.

The descriptive text may provide other names.

The last information is the creature's Challenge Rating (CR). This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty. Assume a party of three or four fresh characters (full hit points, full use of their abilities, and equipment appropriate to their levels). Given reasonable luck, the party should be able to win the encounter with some damage but no casualties. For more information about Challenge Ratings, see the Gamemastering chapter.

Experience Points

This line indicates how much experience points the party gains from defeating the creature.

Experience points are vital for characters since each character levels up as it accumulates experience points. See General Classes and Gamemastering chapters for more information.

Size, Type and Class Levels

This line starts by indicating the creature's size. Different size categories are defined in the Glossary. A size modifier applies to the creature's Defense and attack bonus, as well as to certain skills. A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight (see Space/Reach, below).

Following the creature's size comes its type (and sub-type in parenthesis). Type determines how certain abilities affects a creature; for example, the Disruptor Ammo deals extra damage against synthetics. In the Glossary, one can find a full description of the features and traits of each type and subtype.

The last information is the creature's class and its levels, if she has any. Creatures with classes follow always follow the normal rules for character creation. See General Classes for more information.

Initiative and Senses

The creature's initiative is indicated in this line and includes the Dexterity modifier as well as additional modifiers from other sources, such as feats.

Following the initiative entry is the "Senses" entry. This indicates the creature's special senses, such as nightvision or low-light vision, as well as the creature's Listen and Spot skills.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one action). If the creature wears armor that reduces its speed, the creature's base land speed follows.

If the creature has other modes of movement, these are given after (or in place of) the land speed. Unless noted otherwise, modes of movement are natural. See the Glossary for information on movement modes.

Defense Statistics

This group contains more detailed information about the creature's defensive statistics

Defense

This line indicates the creature's Defense.

A creature's armor proficiencies (if it has any) depend on its type, but in general a creature is automatically proficient with any kind of armor it is described as wearing (light, medium, or heavy), and with all lighter kinds of armor.

Shields

This line indicates the amount of Shield HP a creature possesses, either due to its type, armor or abilities.

Any form of Damage Reduction for Shield HP is presented following the Shield HP entry.

Plating

This line indicates the amount of Plating a creature possesses, either due to its type, armor or abilities.

This line indicates the amount of Plating HP a creature possesses, either due to its race, armor or abilities.

Any form of Damage Reduction for Plating HP is presented following the Plating HP entry.

Hit Dice and HP

This line gives the creature's number and type of Hit Dice (HD), and lists any bonus hit points. Within parenthesis you can find the average hit points for a creature of the indicated number of Hit Dice, but always with the Hit Points (HP) of first Hit Dice maximized, which are immediately followed by the DR information for normal HP. A creature's Hit Dice total is also treated as its level.

Any form of Damage Reduction for HP is presented following the HP entry.

Regenerative Abilities

Certain creatures have special regenerative abilities (such as regeneration), which allows them to heal a specific amount of HP or non-lethal HP per round, indicated by the number in the regenerative ability. (If the regeneration is provided by items or other non-natural sources, the source is indicated in parenthesis.)

Resistances

Some creatures possess natural resistance to certain abilities and hazards, while others gain them from items and other features, all of which are noted in this line.

Immunities

Any immunities or vulnerabilities a creature might possess are indicated in this line.

Saves

This line gives the creature's Fortitude , Reflex, and Will save modifiers. Permanent bonuses to saves are already included. If the creature possesses different modifiers to saves, those are indicated by a parenthesis.

Offense Statistics

This group contains more detailed information about the creature's offensive statistics

Base Attack / Grapple

The number before the slash on this line is the creature's base attack bonus (before any modifiers are applied). The DM usually won't need this number, but it can be handy sometimes.

The number after the slash is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature. The grapple bonus includes all modifiers that apply to the creature's grapple checks (BAB, Strength modifier, special size modifier, and any other applicable modifier, such as a racial bonus on grapple checks).

Space / Reach

This line describes how much space the creature takes up on the battle grid and thereby needs to fight effectively, as well as how close it has to be to threaten an opponent. The number before the slash is the creature's space, or how many feet one side of the creature occupies. For example, a creature with a space of 15 feet occupies a 3-square-by-3-square space on the battle grid. The number after the slash is the creature's natural reach.

Attack and Weapon Statistics

These lines indicate the types of attack the creature has available, depending on the weapon being used.

The first line provides the name of the weapon and any variants or mods the weapon might have. Then it is followed by that weapon's most important statistics presented in parenthesis in the following way: (weapon's Rate of Fire, Recoil indicated by the leter "R" and followed by the recoil value, ammo that a thermal clip allows for that weapon, and finally range).

The next lines indicate the total attack bonus the NPC/creature has, depending on the attack action the NPC/creature can use. This attack bonus includes all modifications, including size, rate of fire, recoil, etc.

Immediately following the entries for attack, it is presented the entry for the critical threat range and multiplier. Permanent alterations to the critical threat range and multiplier of the weapon are considered, unless they are only present on certain circumstances.

The last line presents the weapon's damage and includes information on all bonuses to damage and different modes of damage, if the weapon has them.

Permanent modifications to the weapon's statistics, such as weapon mods that increase Rate of Fire for example, are included in the statistics.

Power Statistics

Any powers the creature might possess (Combat, Ammo, Biotic or Tech) are indicated in this group.

There are no specific lines and entries in this group. If the creature has Biotic or Tech points there are specific lines indicating the total number of points the creature has (and the number of points in maintenance if the creature has certain powers that are always active).

Other lines refer to the statistics of the different powers. If the creature has powers with ranks where she was already forced to decide between two ranks, the name of the rank chosen is indicated in parenthesis, right after the rank of the power (multiple named ranks are separated by commas).

General Statistics

This group includes more detailed information about the general statistics of the creature.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha. The ability scores are determined using the Point

Purchase method for generating ability scores. Most enemies use 12 or 14 points as if you were playing a standard level campaign. Some, however, may use more or less. The last line of the General Statistics group indicates how many points were used.

The ability scores presented include all modifiers like racial modifiers, power modifiers, item modifiers and even ability score increase due to level.

Feats

The line gives the creature's feats. Enemies gains feats just as a character does – two for its first Hit Die, a third feat if it has at least 3 HD, and an additional feat for every additional 2 HD. (For example, a 9 HD creature is entitled to six feats.)

Sometimes a creature has one or more bonus feats, marked with a superscript B (B). Creatures often do not have the prerequisites for a bonus feat. If this is so, the creature can still use the feat. If you wish to customize the creature with new feats, you can reassign its other feats, but not its bonus feats. A creature cannot have a feat that is not a bonus feat unless it has the feat's prerequisites.

Bonus feats from Unique Specializations are also indicated.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, load check penalties, and any bonuses from feats or racial traits). A creature's type and Intelligence score determine the number of skill points it has.

The Skills section of the creature's description recaps racial bonuses and other adjustments to skill modifiers for the sake of clarity; these bonuses should not be added to the listed skill modifiers. An asterisk (*) beside the relevant score and in the Skills section of the descriptive text indicates a conditional adjustment, one that applies only in certain situations.

Natural Tendencies: Some creatures simply aren't made for certain types of physical activity. Geth, for example, weren't made for swim (being synthetic and all). If it seems clear to you that a particular creature simply is not made for a particular physical activity, you can say that the creature takes a -8 penalty on skill checks that defy its natural tendencies. In extreme circumstances you can rule that the creature fails the check automatically.

Organization

This line describes the kinds of groups the creature might form.

Advancement

This book usually describes only the most commonly encountered version of a creature (though some entries for advanced monsters can be found). The advancement line shows how tough a creature can increase in power, by indicating the way for the creature to gain extra Hit Dice.

Morality

This line gives information about how many Renegade and Paragon points a creature possesses.

Special Abilities

This group provides information about the creature's special abilities, like those provides by certain classes.

When a special ability allows a saving throw, the kind of save and the save DC is noted in the descriptive text.

Special Features

This group includes information about features that do not fit the other groups.

Equipment

This group indicates the equipment a creature carries and uses in its encounters, aside from weapons and armor and their modifications/variants. Some of the armor's special abilities may be mentioned here.

It is also assumed that all characters with weapons carry enough Thermal Clips to last the entire encounter, unless the GM determines otherwise. He is also the one that determines how many Thermal Clips can be salvaged from dead enemies.

Any alteration to a NPC's statistics caused by items or powers is only present if that alteration is always present (such as bonuses to Shield HP from items). Bonuses provided by powers are not present in the statistics unless otherwise stated (if bonuses from a power are present in the NPC's statistics, you will likely find a note in parenthesis stating so)

Enemy Descriptions

You can use the following enemies or create your own:

Geth

The geth ("Servant of the People" in Khelish) are a race of networked artificial intelligences that reside beyond the Perseus Veil. The geth were created by the quarians, as laborers and tools of war. When the geth became sentient and began to question their masters, the quarians attempted to exterminate them. The geth won the resulting war, and reduced the quarians to a race of nomads.

The history of the geth's creation and evolution serves as a warning to the rest of the galaxy of the potential dangers of artificial intelligence and to the legally enforced, systematic repression of artificial intelligences throughout galactic society.

The geth presented here are geth that have not yet reached sapience. Thus, they are the geth that exist prior to the events of ME3 where geth are given sapience or killed.

These Geth follow the following special rules:

Thermal Clips: Each geth always carries 20 Thermal Clips.

Shield HP: Geth do not use armor. Since they are synthetic, they generate their own Shields. Their Shield HP always equals 10 times their HD.

BAB: The Geth's BAB always equals their HD.

Saves: Geth possess a good Fortitude save and a bad Reflex and Will save.

Feats: Geth gain the Alerness feat as a bonus feat.

Skills: Geth gain a +5 bonus on Electronics checks.

Skill Points at 1st Level: (6 + Int modifier) × 4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Skills: Geth treat all skills as class skills, with the exception of all Perform skills, Bluff, Diplomacy, Disguise, Intimidate and Sense Motive, which are skills they cannot use.

Omni-Tool: Geth have omni-tools incorporated in their mobile platforms so they don't need to buy one. They can upgrade the one they have.

Special Abilities: Some geth possess specific special abilities, as indicated in their statistics. All, geth possess the following special abilities:

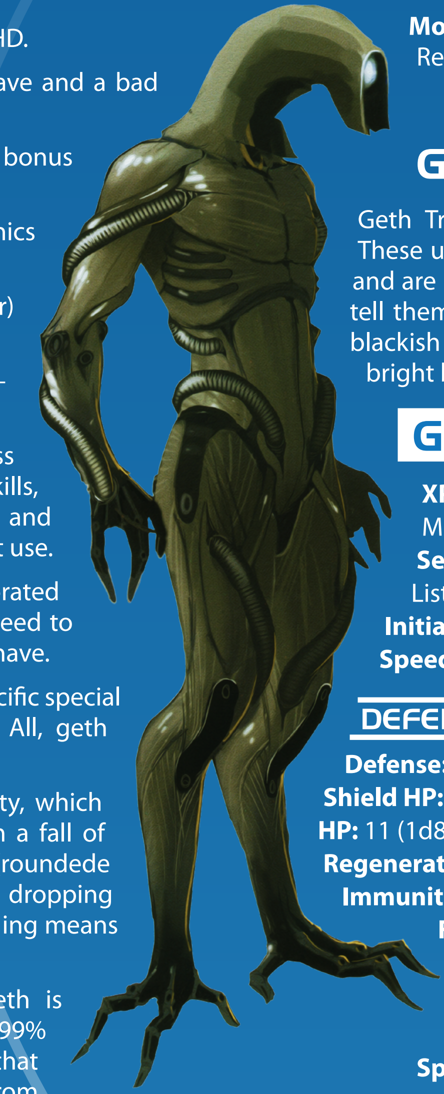
Plummet: Geth have the Plummet ability, which allows them to ignore the damage from a fall of up to 50 ft for each 2 HD, they possess (roundede down) but only when voluntarily dropping themselves with a Jump check DC 10. Failing means they take the damage normally

Weapon Self-Destruction: When a Geth is killed, all the weapons he carries have a 99% chance of self-destructing, a measure that geth developed to prevent other races from acquiring their technology and using it against them. The same happens to the Thermal Clips they carry, though those have a 100% chance of being destroyed (the GM decides whether a Thermal Clip escapes this rule)

Neural Network: Prior to the events of Mass Effect 3, the Geth possessed a special form of neural network that helped them evolve and increased their overall effectiveness when there were other geth nearby. Campaigns that occur prior to the events of Mass Effect 3 need to consider this neural network, which works in the following way:

- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each 10 other Geth Troopers, Geth Rocket Troopers, Geth Shock Troopers and/or Geth Sniper within a 100 ft radius.
- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each 3 other Geth Hunters and/or Geth Hoppers within a 100 ft radius.
- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each 2 other Geth Hunters within a 100 ft radius.
- Any Geth gains a +1 bonus to attack rolls, Heavy Weapons checks, Spot checks and Listen checks for each Geth Prime, Geth Armature and/or Geth Colossus within a 100 ft radius.

Morality: Geth gain neither Paragon nor Renegade points.



Geth Trooper

Geth Troopers are the "grunts" among the geth. These units are lightly equipped with no real armor and are normally found in groups of two or more. To tell them apart from the rest of the geth they wear blackish armor with greenish armor details and a bright blue 'flashlight eye'.

GETH TROOPER CR 1/3

XP 100

Medium synthetic (geth)

Senses: nightvision 60 ft, low-light vision; Listen +6, Spot +6

Initiative: +4

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex), touch 14, flat-footed 10

Shield HP: 10 (10x1 HD) **Shield HP DR:** 0

HP: 11 (1d8+3) **HP DR:** 0

Regenerative Abilities: regeneration 1

Immunities: poison and disease

Fortitude: +5 **Reflex:** +4 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +0/+2

Space/Reach: 5 ft/5 ft

Weapon: Geth Pulse Rifle (A 8, R -2, ammo 80, 60 ft)

One-Shot: +6

Double-Tap: +4

Auto-Fire 1st action: +4

Auto-Fire 2nd action: +2

Full-Auto Fire 1st action: +4

Full-Auto Fire 2nd action: +2

Full-Auto Fire 3rd action: +0

Critical: 20/x3

Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

Concussive Shot rank 1
Times per Encounter: 2 *Cooldown:* 3 actions
Fortitude Save DC: 13 *Distance:* 5 ft
Damage: 1d6

GENERAL STATISTICS

Str: 14 **Dex:** 18 **Con:** 16 **Int:** 2 **Wis:** 14 **Cha:** 6
Feats: Alertness^{B}, Weapon Focus (assault rifle), Skill Focus (Electronics)
Skills: Electronics +7, Jump +4, Listen +6, Spot +6
Organization: Solitary, pair, scouting party (5 – 10), band (8 – 20) or army (12 – 30)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 50 ft
Weapon Self-Destruction
Neural Network

Geth Rocket Trooper

The Geth Rocket Trooper carries a pulse rifle which differs from the standard version in that it possesses a rocket launcher incorporated. This class of geth is specialized to incorporate heavy firepower against groups of enemies. They are usually dispatched alongside Geth Troopers and Geth Shock Troopers. Rocket Troopers are instantly noticeable as they sport dark red armour rather than the standard dark blue and black of a Geth Trooper.

GETH ROCKET TROOPER CR 1/2

XP 150
Medium synthetic (geth)
Senses: nightvision 60 ft, low-light vision; Listen +7, Spot +7
Initiative: +4
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex), touch 14, flat-footed 10
Shield HP: 20 (10×2 HD) **Shield HP** DR: 0
HP: 18 (2d8+6) **HP DR:** 0
Regenerative Abilities: regeneration 1
Immunities: poison and disease
Fortitude: +6 **Reflex:** +4 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +1/+3
Space/Reach: 5 ft/5 ft
Weapon: Geth Pulse Rifle (A 8, R -2, ammo 80, 60 ft)
One-Shot: +7
Double-Tap: +5
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: +5
Full-Auto Fire 2nd action: +3
Full-Auto Fire 3rd action: +1
Critical: 20/×3
Damage: 1d4

Weapon: ML-77 Missile Launcher (SA 2, R -2, ammo 6% per shot, 200 ft)
One-Shot: Heavy Weapons check
Double-Tap: Heavy Weapons check -2
Auto-Fire 1st action: Heavy Weapons check -2
Auto-Fire 2nd action: Heavy Weapons check -4
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Damage: 4d6 (1/2 to adjacent creatures)

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

GENERAL STATISTICS

Str: 14 **Dex:** 18 **Con:** 16 **Int:** 4 **Wis:** 14 **Cha:** 6
Feats: Alertness^{B}, Weapon Focus (assault rifle), Skill Focus (Heavy Weapons)
Skills: Electronics +5, Heavy Weapons +6, Listen +7, Spot +7
Organization: Solitary, pair or band (4 – 8)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 50 ft
Weapon Self-Destruction
Neural Network:
Kinetic Barrier: 2/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Rocket Trooper is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains Three-quarters cover bonus (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has a Defense of 5 and a total of 20 Shield HP.
Small or smaller characters do not gain more than Three-quarters cover bonus from standing behind the barrier, but characters larger than Medium reduce the cover bonus by one step per size increment, to a minimum of One-quarter cover bonus (so Large characters only gain One-

half cover bonus and Huge or larger characters only One-quarter cover bonus). Medium or smaller flying creatures that stand behind the barrier, are completely protected as the line of effect to them is blocked by the barrier.

This ability has a cooldown of 10 actions.

Geth Shock Trooper

The Geth Shock Trooper is an advanced Geth Trooper instantly recognizable by its white armor. It carries a pulse rifle like other geth, has bigger shields and is more resilient than the standard geth troper. Shock Troopers have Kinetic Barrier and Carnage powers. As in the case of the Geth Trooper, the appearance of a Geth Barrier is usually an indication that the Shock Trooper is near death.

GETH SHOCK TROOPER CR 1

XP 300

Medium synthetic (geth)

Senses: nightvision 60 ft, low-light vision; Listen +9, Spot +9

Initiative: +4

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex), touch 14, flat-footed 10

Shield HP: 30 (10×3 HD) **Shield HP DR:** 0

HP: 26 (3d8+9) **HP DR:** 0

Regenerative Abilities: regeneration 1

Immunities: poison and disease

Fortitude: +6 **Reflex:** +5 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +2/+4

Space/Reach: 5 ft/5 ft

Weapon: Geth Pulse Rifle (A 8, R -2, ammo 80, 60 ft)

One-Shot: +8

Double-Tap: +6

Auto-Fire 1st action: +6

Auto-Fire 2nd action: +4

Full-Auto Fire 1st action: +6

Full-Auto Fire 2nd action: +4

Full-Auto Fire 3rd action: +2

Critical: 20/×3

Damage: 1d4

Weapon: Geth Plama Shotgun (SA 1, R-3/-5, ammo 5, 45 ft)

One-Shot: +8

Double-Tap: +5 (+3 when charged)

Auto-Fire 1st action: +5 (+3 when charged)

Auto-Fire 2nd action: +2 (-2 when charged)

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×2

Damage: 3d4 (5d4 when charged); +2 vs unprotected organics; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Disruptor Ammo rank 1

Damage Bonus: +1 *Stun Duration:* 1 action

Fortitude Save DC: 10 + 1 per successful shot of current action

Concussive Shot rank 1

Times per Encounter: 2 *Cooldown:* 3 actions

Fortitude Save DC: 15 *Distance:* 5 ft

Damage: 1d6

Carnage rank 1

Times per Encounter: 2 *Cooldown:* 3 actions

Damage Dealt: Critical *Radius:* Adjacent creatures

GENERAL STATISTICS

Str: 14 **Dex:** 18 **Con:** 16 **Int:** 4 **Wis:** 14 **Cha:** 6

Feats: Alertness^{B}, Weapon Focus (assault rifle), Point Blank Shot, Weapon Focus (shotgun)

Skills: Electronics +8, Jump +4, Listen +9, Spot +9

Organization: Solitary, pair, scouting party (5 – 10), band (8 – 20) or army (12 – 30)

Advancement: by racial HD increase

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 50 ft

Weapon Self-Destruction

Neural Network:

Kinetic Barrier: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Rocket Trooper is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains Three-quarters cover bonus (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has a Defense of 5 and a total of 20 Shield HP.

Small or smaller characters do not gain more than Three-quarters cover bonus from standing behind the barrier, but characters larger than Medium reduce the cover bonus by one step per size increment, to a minimum of One-quarter cover bonus (so Large characters only gain One-half cover bonus and Huge or larger characters only One-quarter cover bonus). Medium or smaller flying creatures that stand behind the barrier, are completely protected as the line of effect to them is blocked by the barrier.

This ability has a cooldown of 10 actions.

Shield Boost: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Shock Trooper is capable of spending 1 action to regenerate 13 points of its Shields (10 + Geth Shock Trooper HD), even if the shields are down. This requires him to spend 3 consecutive actions. If damage is dealt to his HP, Shield HP or Plating he might have, this action fails but is expended.

This ability has a cooldown of 10 actions.

Geth Sniper

The Geth Sniper specializes in long range combat. Snipers are dark brown with red armor details and emit a bright cyan light from their 'flashlight eye'. They excel in the use of sniper rifles and are extremely dangerous, often able to kill an enemy with a single well-placed shot.

GETH SNIPER CR 2

XP 600

Medium synthetic (geth)

Senses: nightvision 60 ft, low-light vision; Listen +11, Spot +11

Initiative: +6

Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+4 Dex, +1 from BAB), touch 15, flat-footed 11

Shield HP: 50 (10×5 HD) **Shield HP DR:** 0

HP: 36 (5d8+10) **HP DR:** 0

Regenerative Abilities: regeneration 1

Immunities: poison and disease

Fortitude: +6 **Reflex:** +5 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +3/+5

Space/Reach: 5 ft/5 ft

Weapon: Javelin (SS, R none, ammo 1, 200 ft)

One-Shot: +9

Double-Tap: N/A

Auto-Fire 1st action: N/A

Auto-Fire 2nd action: N/A

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×4

Damage: 4d6

POWER STATISTICS

Assassination rank 2

Times per Encounter: 2 *Cooldown:* 4 actions

Crititical Threat Range: +1 *Duration:* 2 actions

GENERAL STATISTICS

Str: 17 **Dex:** 18 **Con:** 14 **Int:** 5 **Wis:** 14 **Cha:** 6

Feats: Alertness^{B}, Weapon Focus (sniper rifle), Point Blank Shot, Precise Shooting, Quick Reconnoiter

Skills: Electronics +8, Hide +5, Jump +5, Listen +11, Move Silently +5, Spot +11

Organization: Solitary, pair, scouting party (4 – 6)

Advancement: by racial HD increase

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 100 ft

Weapon Self-Destruction

Neural Network:

Kinetic Barrier: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Rocket Trooper is capable of creating a hexagonal-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains Three-quarters cover bonus (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has a Defense of 5 and a total of 20 Shield HP.

Small or smaller characters do not gain more than Three-quarters cover bonus from standing behind the barrier, but characters larger than Medium reduce the cover bonus by one step per size increment, to a minimum of One-quarter cover bonus (so Large characters only gain One-half cover bonus and Huge or larger characters only One-quarter cover bonus). Medium or smaller flying creatures that stand behind the barrier, are completely protected as the line of effect to them is blocked by the barrier.

This ability has a cooldown of 10 actions.

EQUIPMENT

Lesser Stealth Generator: Geth Snipers employ lesser stealth generators which disrupts all radar within 500 ft of them. The Combat Sensor, Combat Scanner and Combat Optics weapon modifications can negate this effect.

Geth Hunter

Geth Hunters possess cloaking devices, shields and shotguns. Hunters are very similar in appearance to Geth Destroyers, Geth Juggernauts and Geth Primes, save for their shorter stature.

GETH HUNTER CR 4

XP 1.200

Medium synthetic (geth)

Senses: nightvision 60 ft, low-light vision; Listen +7, Spot +7

Initiative: +5

Speed: 35 ft

DEFENSE STATISTICS

Defense: 16 (+5 Dex, +1 from BAB), touch 16, flat-footed 11

Shield HP: 70 (10×7 HD) **Shield HP DR:** 0

HP: 49 (7d8+14) **HP DR:** 0

Regenerative Abilities: regeneration 1

Immunities: poison and disease

Fortitude: +7 **Reflex:** +7 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7

Space/Reach: 5 ft/5 ft

Weapon: Geth Plama Shotgun (SA 1, R -3/-5, ammo 5, 45 ft)

One-Shot: +12

Double-Tap: +9 (+7 when charged)

Auto-Fire 1st action: +9 (+7 when charged)

Auto-Fire 2nd action: +6 (+2 when charged)

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×2

Damage: 3d4 (5d4 when charged); +2 vs unprotected organics; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Tactical Cloak rank 3

Damage Bonus: +1 (+1d6 with sniper; +1d6 with melee)

Cooldown: 1 action *Duration:* 10 actions

GENERAL STATISTICS

Str: 15 **Dex:** 20 **Con:** 14 **Int:** 4 **Wis:** 14 **Cha:** 6

Feats: Alertness^{B}, Weapon Focus (shotgun), 3× Sneak Attack, Fleet

Skills: Electronics +10, Hide +10, Jump +4, Listen +7, Move Silently +10, Spot +7

Organization: Solitary, pair or troop (3 – 4)

Advancement: by racial HD increase

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 150 ft

Weapon Self-Destruction

Neural Network:

Stealth Affinity: A Geth Hunter's Tactical Cloak power has a cooldown of 1 action and a duration two times the normal duration. He can use this power even without Tech Points.

EQUIPMENT

Normal Stealth Generator: Geth Hunters employ normal stealth generators which disrupts all radar within 500 ft of them. The Combat Scanner and Combat Optics weapon modifications can negate this effect.

Geth Pyro

The geth pyro is a weaker version of the Geth Juggernaut. Smaller in size but almost as resistant to damage as the larger version. Its bright yellow armor also gives him away immediately and the tank he carries in the back makes it easier to target and destroy. However, he is capable of getting into places that Juggernauts weren't able to go.

Geth Pyros do not have HP but instead Shields and Plating.

GETH PYRO CR 4

XP 1.200

Medium synthetic (geth)

Senses: nightvision 60 ft, low-light vision; Listen +9, Spot +9

Initiative: +8

Speed: 20 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex, +1 from BAB, -1 gas tank), touch 14, flat-footed 10

Shield HP: 70 (10×7 HD) **Shield HP DR:** 1

Plating HP: 60 (10×7 HD) **Plating DR:** 1

HP: 1 **HP DR:** 0

Regenerative Abilities: regeneration 1

Immunities: poison and disease

Fortitude: +11 **Reflex:** +8 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7

Space/Reach: 5 ft/5 ft

Weapon: M-451 Firestorm (A 1, R -2, ammo 15% / shot, 20 ft)

One-Shot: Heavy Weapons check

Double Tap: Heavy Weapons check -2

Auto-Fire 1st action: Heavy Weapons check -2

Auto-Fire 2nd action: Heavy Weapons check -4

Full-Auto Fire 1st action: Heavy Weapons check -2

Full-Auto Fire 2nd action: Heavy Weapons check -4

Full-Auto Fire 3rd action: Heavy Weapons check -6

Damage: 12d6 in a 20 ft line (special, see weapon description)

GENERAL STATISTICS

Str: 15 **Dex:** 18 **Con:** 18 **Int:** 4 **Wis:** 12 **Cha:** 6

Feats: Alertness^{B}, Skill Focus (Heavy Weapons), Improved Initiative, Greater Fortitude, Lightning Reflexes, Iron Will

Skills: Balance +7, Electronics +7, Heavy Weapons +11, Hide +0, Jump -4, Listen +9, Spot +9

Organization: Solitary, pair or troop (3 – 4)

Advancement: by racial HD increase

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 150 ft

Weapon Self-Destruction: 99% chance of weapon self-destructing

Neural Network

EQUIPMENT

Gas Tank: The gas tank is dangerous equipment that provides nearly unlimited supply of fuel to the flame thrower heavy weapon. However, it is cumbersome, big and plainly obvious, providing a -1 penalty to Defense.

In addition, the gas tank can be attacked (its Defense is equal to the Geth Pyro's Defense +5), but only when the Pyro has no Shield HP. The tank possesses 10 HP. If it takes more than 10 points of damage, the gas tank begins to leak gas and catches fire quickly due to the heat of the impact hole. Once it catches fire, it continues to burn for 2 actions until it explodes dealing 20d6 damage to the Pyro and 10d6 damage to all those within 10-ft of it.

The Geth Pyro can remove the gas tank but takes 1d4 actions doing so.

All characters are fully aware of what happens when the gas tank catches fire, so they usually know they should avoid being near one when it explodes. Most characters take advantage of the 2 actions it takes for the tank to explode to get as far away from it as possible.

Geth Juggernaut

The Geth Juggernaut is recognizable by its red armor, bright red 'flashlight eye' and huge stature. This geth towers above the ground, an intimidating presence on the battlefield of over 8 ft tall. It features higher saving throws to resist powers and abilities.

GETH JUGGERNAUT CR 6

XP 2.400

Large synthetic (geth)

Senses: nightvision 60 ft, low-light vision; Listen +11, Spot +11

Initiative: +7

Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex, +2 from BAB, -1 size, -1 gas tank), touch 13, flat-footed 10

Shield HP: 90 (10×9 HD) **Shield HP DR:** 1

HP: 80 (9d8+36) **HP DR:** 2

Regenerative Abilities: regeneration 2

Immunities: poison and disease

Fortitude: +12 **Reflex:** +8 **Will:** +6

OFFENSE STATISTICS

Base Attack/Grapple: +6/+16

Space/Reach: 5 ft/5 ft

Weapon: M-451 Firestorm (A 1, R -2, ammo 15% / shot, 20 ft)

One-Shot: Heavy Weapons check

Double Tap: Heavy Weapons check -2

Auto-Fire 1st action: Heavy Weapons check -2

Auto-Fire 2nd action: Heavy Weapons check -4

Full-Auto Fire 1st action: Heavy Weapons check -2

Full-Auto Fire 2nd action: Heavy Weapons check -4

Full-Auto Fire 3rd action: Heavy Weapons check -6

Damage: 12d6 in a 20 ft line (special, see weapon description)

GENERAL STATISTICS

Str: 22 **Dex:** 16 **Con:** 18 **Int:** 6 **Wis:** 12 **Cha:** 6

Feats: Alertness[B], Skill Focus (Heavy Weapons), Greater Fortitude , Iron Will, Lightning Reflexes, Greater Bashing, Improved Initiative

Skills: Balance +12, Climb +8, Electronics +10, Heavy Weapons +14, Jump +12, Listen +11, Spot +11

Organization: Solitary, pair

Advancement: by racial HD increase

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 200 ft

Weapon Self-Destruction

Neural Network:

Mighty Charge: When a Geth Juggernaut charges, it deals extra 1d8+11 points of damage on the melee attack.

EQUIPMENT

Gas Tank: The gas tank is dangerous equipment that provides nearly unlimited supply of fuel to the flame thrower heavy weapon. However, it is cumbersome, big and plainly obvious, providing a -1 penalty to Defense.

In addition, the gas tank can be attacked (its Defense is equal to the Geth Juggernaut's Defense +5) but only when the Juggernaut has no Shield HP. The tank possesses 10 HP. If it takes more than 10 points of damage, the gas tank begins to leak gas and catches fire quickly due to the heat of the impact hole. Once it catches fire, it continues to burn for 2 actions until it explodes dealing 20d6 damage to the Juggernaut and 10d6 damage to all those within 10-ft of it.

The Geth Juggernaut can remove the gas tank but takes 1d4 actions doing so.

All characters are fully aware of what happens when the gas tank catches fire, so they usually know they should avoid being near one when it explodes. Most characters take advantage of the 2 actions it takes for the tank to explode to get as far away from it as possible.

Geth Prime

Standing twelve feet high and boasting the deadliest arsenal of any geth infantry, a Geth Prime is a terrifying opponent. They are instantly recognizable by their white armor and huge stature. Primes carry a pulse rifle - which can also launch rockets - have high shields, Plating and are incredibly resilient.

Primes have no major weaknesses and are resistant to biotic and tech powers. They are the largest bi-pedal geth unit, standing over 9 ft tall, towering over the second largest unit, the Geth Juggernaut.

GETH PRIME CR8

XP 4,800
Large synthetic (geth)
Senses: nightvision 60 ft, low-light vision; Listen +14, Spot +14
Initiative: +3
Speed: 30 ft

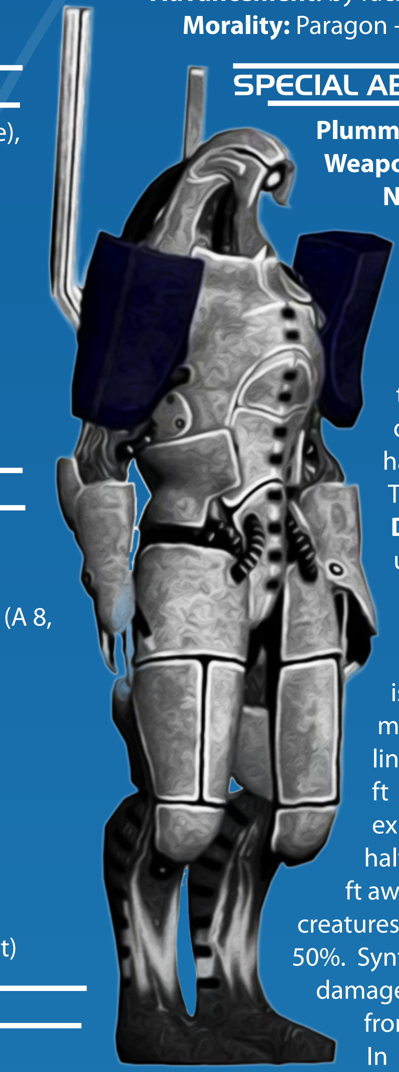
DEFENSE STATISTICS

Defense: 14 (+3 Dex, +2 from BAB, -1 size), touch 14, flat-footed 11
Shield HP: 110 (10×11 HD)
Shield HP DR: 2
Plating HP: 32 (Con 16 + 1/2 HD +11)
Plating HP DR: 3
HP: 97 (11d8+44) **HP DR:** 3
Regenerative Abilities: regeneration 2
Immunities: poison and disease
Fortitude: +13 **Reflex:** +8 **Will:** +7

OFFENSE STATISTICS

Base Attack/Grapple: +8/+18
Space/Reach: 5 ft/5 ft

Weapon: Geth Pulse Rifle IV + Rail Extension (A 8, R -2, ammo 80, 60 ft)
One-Shot: +12
Double-Tap: +11
Auto-Fire 1st action: +11
Auto-Fire 2nd action: +9
Full-Auto Fire 1st action: +11
Full-Auto Fire 2nd action: +9
Full-Auto Fire 3rd action: +7
Critical: 20/×3
Damage: 1d4 +2 (2 from mod, 2 from variant)



POWER STATISTICS

Disruptor Ammo rank 3
Damage Bonus: +2 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Combat Drone rank 6 (Shield&Attack, Shield&Damage, Rockets)
Drone Defense: 21 *Drone Attack:* +11
Drone Shield HP: 50 *Attack Range:* 50 ft
Drone Damage: 6d6 *Cooldown:* 3 actions

Sentry Turret rank 3
Turret Defense: 10 *Turret Attack:* +11
Turret Shield HP: 40 *Attack Range:* 50 ft
Turret Damage: 2d8+2 *Cooldown:* 3 actions

GENERAL STATISTICS

Str: 24 **Dex:** 16 **Con:** 18 **Int:** 6 **Wis:** 14 **Cha:** 6
Feats: Alertness^{B}, Weapon Focus (assault rifle), Greater Fortitude , Iron Will, Lightning Reflexes, Improved Plating, Point Blank Shot, Greater Bashing
Skills: Balance +10, Climb +8, Electronics +14, Heavy Weapons +14, Jump +12, Listen +14, Spot +14
Organization: Solitary or pair
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 250 ft
Weapon Self-Destruction
Neural Network:
Shield Boost: 3/encounter (1 + 1 per Wis mod, minimum of 1), the Geth Prime is capable of spending 1 action to regenerate 21 points of its Shields (10 + Geth Prime's HD), even if the shields are down. This requires him to spend 3 consecutive actions. If damage is dealt to his HP, Shield HP or Plating he might have, this action fails but is expended.
This ability has a cooldown of 10 actions.
Drone & Turret Affinity: The Geth Prime can use these powers even though he has no Tech points. The attack roll of these powers equals the Geth Prime's HD.
Siege Pulse: With 1 action, a Geth Prime is capable of launching a blast of electro-magnetic energy. The blast travels in a straight line 50 ft per action, and up to a distance of 300 ft away. When it hits an object or creature, it explodes dealing 6d6 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast. If the affected creatures have shields, the damage is increased by 50%. Synthetic and mechanicals also take 50% more damage (doesn't stack with the increased damage from having Shield HP).
In addition, it distorts the affected creatures' mind and optical devices, imposing a -6 penalty on Spot and Search checks and a -4 penalty on attack rolls for 2 actions.
Once used, this ability cannot be used for another 4 actions.
Post-Mortem Explosion: Once a Geth Prime is destroyed, it explodes dealing 11d4 points of damage (1d4 per HD) to all within 15 feet away from him.

EQUIPMENT

Greater Stealth Generator: Geth Primes employ greater stealth generators which disrupts all radar within 500 ft of them. The Combat Optics weapon modification can negate this effect

Geth Hopper

The Geth Hopper is a subtype of the geth that the quarians don't recognize, hinting that the geth are 'evolving'. A Hopper's body is made of a springy synthetic substance that resembles organic muscle tissue. This can be compressed and then released, allowing the Hopper to jump enormous distances (hence the name given to them by Alliance soldiers). It has also tiny hooks on its hands and feet, meaning it can climb on walls and ceilings.

Hoppers are described as 'cyberwarfare platforms', meaning they have the ability to wreak havoc on hardsuit computers and weapons. They possess no weapons of their own.

GETH HOPPER CR 3

XP 900
Medium synthetic (geth)
Senses: nightvision 60 ft, low-light vision; Listen +6, Spot +6
Initiative: +8
Speed: 30 ft, climb 30 ft

DEFENSE STATISTICS

Defense: 17 (+6 Dex, +1 from BAB), touch 17, flat-footed 11
Shield HP: 70 (10×7 HD) **Shield HP DR:** 0
HP: 35 (7d8) **HP DR:** 0
Regenerative Abilities: regeneration 3
Immunities: poison and disease
Fortitude: +5 **Reflex:** +8 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +5/+6
Space/Reach: 5 ft/5 ft

POWER STATISTICS

Disruptor rank 3
Radius: 15 ft *Duration:* 3 actions
Will Save DC: 15 *Daze Duration:* 1 action
Cooldown: 6 actions

Overload rank 3
Damage to Shields/Synthetics: 4d6 *Stun Duration:* 1 action
Damage to Organics: 1d8 *Will Save DC:* 15
Cooldown: 2 actions

Sabotage rank 3
Will Save DC: 15 *Duration:* 3 actions
Cooldown: 3 actions

GENERAL STATISTICS

Str: 12 **Dex:** 22 **Con:** 10 **Int:** 6 **Wis:** 14 **Cha:** 6
Feats: Alertness^{B}, Acrobatic, Stealthy, Quick Reconnoiter, Skill Focus (Electronics), Skill Focus (Jump)
Skills: Balance +5, Climb +21, Damping +8, Decryption +8, Electronics +17, Hide +8, Jump +33, Listen +6, Move Silently +8, Spot +6, Tumble +18
Organization: Solitary, pair or pack (4 – 6)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 150 ft
Neural Network:
Natural Climber and Jumper: Geth Hoppers have a +20 bonus on Climb and Jump checks. They also have Climb speed equal to their base speed
Geth Hoppers are bothersome enemies, jumping around each round if possible, which grants them a +4 bonus to Defense, no matter how much they jump.
Tech Affinity: Hoppers have affinity to the Overload, Disruptor and Sabotage Tech powers, being the only offensive capabilities they possess. They do not need to spend Tech points to use those powers. In addition, the cooldown of one of those powers does not prevent the use of the other powers.

EQUIPMENT

Lesser Stealth Generator: Geth Hoppers employ lesser stealth generators which disrupts all radar within 500 ft of them. The Combat Sensor, Combat Scanner and Combat Optics weapon modifications can negate this effect.

Geth Armature

The Geth Armature is a mobile anti-vehicle and anti-personnel unit employed in high-risk areas, often dropped directly from a Geth Dropship. The unit consists of a quadruped "tank" or "walker".

Armed with superior firepower and a Siege Pulse assault cannon, this geth is easily a match for the armored vehicles of other races. It also possesses a smaller secondary weapon to deal with infantry.

GETH ARMATURE CR 7

XP 3.600
Huge mechanical (geth)
Senses: nightvision 60 ft, low-light vision; Listen +10, Spot +10
Initiative: +5
Speed: 20 ft

DEFENSE STATISTICS

Defense: 11 (+1 Dex, +2 from BAB, -2 size), touch 11, flat-footed 10
Shield HP: 90 (10×9 HD) **Shield HP DR:** 2
HP: 98 (9d8+45+9) **HP DR:** 3
Regenerative Abilities: regeneration 3
Immunities: poison and disease
Fortitude: +11 **Reflex:** +4 **Will:** +7

OFFENSE STATISTICS

Base Attack/Grapple: +6/+23
Space/Reach: 15 ft/15 ft

Weapon: Light Machine Gun II (A 9, R -5, ammo infinite, 60 ft)
One-Shot: Heavy Weapons check
Double-Tap: Heavy Weapons check -5
Auto-Fire 1st action: Heavy Weapons check -5
Auto-Fire 2nd action: Heavy Weapons check -10
Full-Auto Fire 1st action: Heavy Weapons check -5
Full-Auto Fire 2nd action: Heavy Weapons check -10
Full-Auto Fire 3rd action: Heavy Weapons check -15
Critical: 20/×2
Damage: 1d8+1 (1 from variant)

GENERAL STATISTICS

Str: 28 **Dex:** 12 **Con:** 20 **Int:** 4 **Wis:** 14 **Cha:** 6
Feats: Alertness^{B}, Improved Initiative, Skill Focus (Heavy Weapons), Iron Will, Toughness, Point Blank Shot, Precise Shooting
Skills: Electronics +15, Heavy Weapons +14, Listen +10, Spot +10
Organization: Solitary or pair
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 200 ft
Weapon Self-Destruction
Neural Network:
Siege Pulse: With 1 full round action, a Geth Armature is capable of launching a blast of electro-magnetic energy. The blast travels in a straight line 50 ft per action, and up to a distance of 300 ft away. When it hits an object or creature, it explodes dealing 6d8 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast. If the affected creatures have shields, the damage is increased by 50%. Synthetic and mechanicals also take 50% more damage (doesn't stack with the increased damage from having Shield HP).

In addition, it distorts the affected creatures' mind and optical devices, imposing a -6 penalty on Spot and Search checks and a -4 penalty on attack rolls for 2 actions.

Once used, this ability cannot be used for another 4 actions.

EQUIPMENT

Normal Stealth Generator: Geth Armmatures employ normal stealth generators which disrupts all radar within 500 ft of them. The Combat Optics weapon modification can negate this effect.

Light Machine Gun: The heavy weapon geth armatures use is incorporated in them so it cannot be salvaged by others. Also, armatures possess infinite Heavy Weapon Ammo

Geth Colossus

The Geth Colossus is similar to the Geth Armature, but much larger with more health, stronger armor and better weaponry. They are distinctive from Armatures because their armor is brighter, somewhat platinum-silver in appearance, with ridges on the back. They are equipped with a machine-gun style weapon and a powerful Siege Pulse. They are the largest of the geth ground forces.

GETH COLOSSUS CR 10

XP 9.600
Gargantuan mechanical (geth)
Senses: nightvision 60 ft, low-light vision; Listen +17, Spot +17
Initiative: +4
Speed: 20 ft

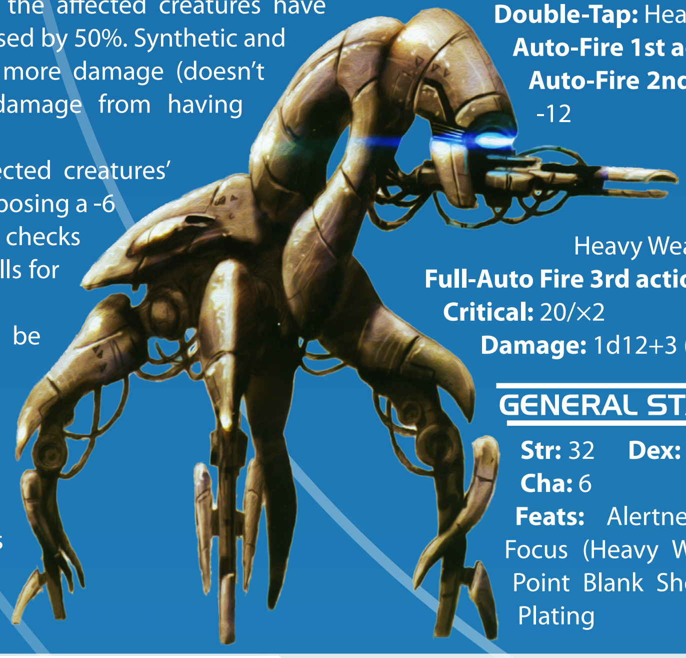
DEFENSE STATISTICS

Defense: 9 (-4 size, +3 from BAB), touch 9, flat-footed 9
Shield HP: 120 (10×12 HD) **Shield HP DR:** 2
Plating HP: 40 (Con 22 + 1/2 HD +12) **Plating HP DR:** 3
HP: 141 (12d8+72+2) **HP DR:** 4
Regenerative Abilities: regeneration 5
Immunities: poison and disease
Fortitude: +14 **Reflex:** +4 **Will:** +8

OFFENSE STATISTICS

Base Attack/Grapple: +9/+32
Space/Reach: 25 ft/25 ft

Weapon: Heavy Machine Gun IV (A 12, R -6, onfinite per shot, 60 ft)
One-Shot: Heavy Weapons check
Double-Tap: Heavy Weapons check -6
Auto-Fire 1st action: Heavy Weapons check -6
Auto-Fire 2nd action: Heavy Weapons check -12
Full-Auto Fire 1st action: Heavy Weapons check -6
Full-Auto Fire 2nd action: Heavy Weapons check -12
Full-Auto Fire 3rd action: Heavy Weapons check -18
Critical: 20/×2
Damage: 1d12+3 (3 from variant)



GENERAL STATISTICS

Str: 32 **Dex:** 11 **Con:** 22 **Int:** 6 **Wis:** 14 **Cha:** 6
Feats: Alertness^{B}, Improved Initiative, Skill Focus (Heavy Weapons), Iron Will, Toughness, Point Blank Shot, Precise Shooting, Improved Plating

Skills: Electronics +18, Heavy Weapons +17, Listen +17, Spot +17
Organization: Solitary or pair
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Plummet: 300 ft
Weapon Self-Destruction
Neural Network:
Siege Pulse: With 1 full round action, a Geth Colossus is capable of launching a blast of electro-magnetic energy. The blast travels in a straight line 50 ft per action, and up to a distance of 300 ft away. When it hits an object or creature, it explodes dealing 8d8 points of damage to it and half that much to creatures or objects that are 10-ft away from the one hit by the blast. If the affected creatures have shields, the damage is increased by 50%. Synthetic and mechanicals also take 50% more damage (doesn't stack with the increased damage from having Shield HP).

In addition, it distorts the affected creatures' mind and optical devices, imposing a -8 penalty on Spot and Search checks and a -5 penalty on attack rolls for 2 actions.

Once used, this ability cannot be used for another 2 actions.

Repair Protocol: The Geth Colossus is equipped with a special self-repair protocol, which allows him to release nanobots into its body to repair holes and damaged systems. To do so he must close himself in its collapsed form, which requires 1 action. To return to combat mode, he must spend another action. The number of points it recovers are equal to its HD + its Constitution score each action it remains in that form.

While in collapsed form, he cannot attack nor move.

EQUIPMENT

Greater Stealth Generator: A Geth Colossus employs greater stealth generators which disrupts all radar within 500 ft of them. The Combat Optics weapon modification can negate this effect.

Heavy Machine Gun: The heavy weapon geth colossus use is incorporated in them so it cannot be salvaged by others. Also, colossus possess infinite Heavy Weapon Ammo

New Race/Class: Sentient Geth

During the events of Mass Effect 3, it was possible for Geth to become sentient through Commander Shepard's and Legion's actions. GMs may decide to play in campaigns where Geth became sentient. Sentient geth may be chosen by players as PCs.

However, sentient geth follow different rules for other characters. This is because they are not a race and do not gain class levels. Instead, sentient geth gain racial HDs and the bonuses presented in the table below.

STARTING STATISTICS

Normal Platform: Sentient Geth start with Normal Mobile Platforms.

Synthetic: Geth are synthetics (can only be repaired with the Repair skill).

Ability Bonus: Geth start with a +2 bonus to Intelligence.

Damage: Reduction: Geth start with DR 0

Shields: Geth start with 20 Shield HP

Speed: A Sentient Geth's base speed is 30 ft.

Incorporated Omni-Tool: Sentient geth have omni-tools incorporated on all their mobile platforms for free.

Lack of Biotics: Geth cannot use biotic powers or gain them through any means (such as feats or Unique Specializations).

Class and Level Bonuses: Geth gain class and level bonuses (feats, maximum skill ranks, unique specializations, ability score increase, etc) just like a general class.

XP: Required: Geth require 15% more XP to level up than a general class.

Senses: Geth possess no special senses, though they can upgrade their own (see upgrades).

Languages: Geth are always updated with software that allow them to understand and speak all general languages.

Tech Affinity: Sentient geth are considered as being of any class and/or race for the purpose of tech powers they can select.

Starting Credits: 1000 + 5d4 × 20 (average 1240)

Equipment: A geth's platform is considered as an armor for the purpose of equipment (from the list of Other Equipment) that can be used/added to them (for items that increase armor's weight, merely add that weight to the carrying load of the geth).

The geth can improve one of its platforms (the default, with which it starts, or others gained by Platform Transver, see below). A single platform can be improved with any of the abilities in the Custom-made Armor table at double the cost indicated in the table (use only the table costs, do not reduce the prices depending on armor type), with the exception of Customizable and Weight entries. The bonuses granted by these improvements stack with those granted by this class but do not stack with themselves (for example: acquiring an improvement of +15 Shield HP and +23 Shield HP provides only a +23 Shield HP bonus which is added to any bonuses granted by this class, such as the starting 20 Shield HP and any gained via upgrade points). In addition, for the purpose of limit to the custom-made armor abilities, the geth treats any Normal and Hopper

Level	Base Attack Bonus	Fort	Ref	Will:	Upgrade Points	Special
1	+0	+0	+0	+0	5	Plummet, Upgrades, 2× Tech Specialization, Combat Specialization, Backup
2	+1	+0	+0	+0	6	Platform Transfer, Tech Specialization, Combat Specialization
3	+2	+1	+1	+1	7	Tech Specialization, Combat Specialization
4	+3	+1	+1	+1	8	Tech Specialization, Combat Specialization
5	+3	+1	+1	+1	9	Shield Boost, Tech Specialization, Combat Specialization
6	+4	+2	+2	+2	10	Tech Specialization, Combat Specialization
7	+5	+2	+2	+2	11	Tech Specialization, Combat Specialization
8	+6	+2	+2	+2	12	Tech Specialization, Combat Specialization
9	+6	+3	+3	+3	13	Tech Specialization, Combat Specialization
10	+7	+3	+3	+3	14	Tech Specialization, Combat Specialization
11	+8	+3	+3	+3	15	Tech Specialization, Combat Specialization
12	+9	+4	+4	+4	16	Tech Specialization, Combat Specialization
13	+9	+4	+4	+4	17	Tech Specialization, Combat Specialization
14	+10	+4	+4	+4	18	Tech Specialization, Combat Specialization
15	+11	+5	+5	+5	19	Improved Shield Boost, Tech Specialization, Combat Specialization
16	+12	+5	+5	+5	20	Tech Specialization, Combat Specialization
17	+12	+5	+5	+5	21	Tech Specialization, Combat Specialization
18	+13	+6	+6	+6	22	Tech Specialization, Combat Specialization
19	+14	+6	+6	+6	23	Tech Specialization, Combat Specialization
20	+15	+6	+6	+6	24	Tech Specialization, Combat Specialization

Sentient Geth Progression Table

platform as light armors, a hunter platform as medium armor and a prime platform as heavy armor.

Once applied, these improvements cannot be removed or sold.

GAME RULE INFORMATION

Geth have the following game statistics.

Abilities: Geth benefit from high Intelligence, which improves their tech abilities.

Hit Dice: d8

CLASS SKILLS

The Sentient Geth class skills (and the key ability for each skill) are Damping (Int), Decryption (Int), Electronics (Int), Hacking (Int), Heavy Weapons (Int), Knowledge (physics) (Int), Knowledge (space) (Int), Knowledge (technology) (Int), Piloting (Int), Repair (Int), Research (Electronics) (Int) and Spot (Wis).

Skill Points at 1st Level: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the Sentient Geth.

Weapon, Armor and Ammo Proficiency: A Geth doesn't possess any armor proficiency, and doesn't need to use one. Geth start with two different weapon proficiencies at their choice and two Ammo Proficiencies from the following list: disruptor, cryo, incendiary or armor-piercing. Once made the choice cannot be undone.

Plummet: Geth have the Plummet ability, which allows them to ignore the damage from a fall of up to 50 ft per 1/2 HD, but only when voluntarily dropping themselves with a Jump check DC 10. Failing means they take the damage normally.

Tech Points: A geth starts the game with a number of tech points equal to Intelligence modifier times HD (minimum of 1). At every level, they also gain an additional +1 tech point.

At the start of each encounter, the Geth has a number of tech points has mentioned above. If those points are expended during an encounter, the geth can no longer use tech powers for the remaining of the encounter's duration. At the end of the encounter, the geth regains all lost tech points.

By spending 2 actions, the sentient geth can recover a number of Tech points equal to Wisdom modifier. This can be done any number of times per encounter. Doing so provokes AoO. If any damage is dealt to the geth's Shields, Plating or Hit Points, the entire effort is expended without effect.

Tech Specialization: At 1st level, the Geth gains 2 specializations, for Tech powers. At each additional level, the geth gains one specialization. These specializations are used to gain ranks in new Tech powers or to increase the rank level of Tech powers the geth possesses.

The sentient geth can only apply specializations, to increase ranks, on Tech powers to which the geth meets the prerequisites.

Tech Specializations can be used to improve the rank level of any Ammo power the geth possesses. One Tech Specialization improves the current rank of an Ammo power by 1. See Ammo powers for further details.

Combat Specialization: At 1st level the sentient geth gains 1 specialization, for Combat powers, and one each for each level thereafter. These specializations are used to gain ranks in new Combat powers or to increase the rank level of Combat powers the geth possesses.

The sentient geth can only apply specializations, to increase ranks, on Combat powers to which the geth meets the prerequisites.

Combat Specializations can be used to improve the rank level of any Ammo power the geth possesses. One Combat Specialization improves the current rank of an Ammo power by 1. See Ammo powers for further details

Backup: When killed, a Geth can backup his entire AI into the network. This makes them almost immortal. Once a backup is created, it can be inserted in another platform. However, this process has its limitations and tolls. First, it can only be done on situations where the geth's body isn't completely destroyed (such as being shattered or disintegrated). This is because the backup takes around 1 minute and even after being killed the geth's body still has enough processing power to make the backup operation (if the body is utterly destroyed during that time, the backup fails). Second, it consumes 10% of the geth's current XP, with a minimum of 100 XP (if the Geth cannot pay that the backup fails), and the Geth permanently loses 1 Intelligence point (this is because the backup is not perfect, some memories and neural links are lost during the process). Thirdly, it requires a connection to the network, which isn't available in most uncharted systems and planets, and sometimes not even available in the Terminus Systems. Jamming may also make it impossible to have said connection.

After this ability is used, the geth travels through the network until it reaches the nearest Geth Network hub which can take 2d10 days (more if the network is saturated such as during times of war), to be transfered to a new platform. Installing itself in a new platform is just like a Platform Transfer (see below) but without the XP consumption.

Upgrades: A Geth gains a number of upgrade points with each level. By spending those points, he can increase his statistics and gain special abilities and/or features. Once those points are used, they cannot be recovered. This means upgrades cannot be undone once chosen. The number of upgrade points presented in the Geth Class Progression table are the total upgrade points gained when the Geth reaches that level. The Geth does not need to spend all upgrade points when he reaches a given level, he may save them for later use.

Strength Upgrades: A Geth can spend points to gain a bonus to Strength, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Strength Bonus	Upgrade Points	Strength Bonus	Upgrade Points
+1	5	+4	17
+2	8	+5	25
+3	12	+6	36

Dexterity Upgrades: A Geth can spend points to gain a bonus to Dexterity, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades

Dexterity Bonus	Upgrade Points
+1	7
+2	12
+3 (bonus is removed while in Prime Platform)	18
+4 (bonus is removed while in Prime Platform)	27
+5 (bonus is removed while not in Hopper Platform)	**39**
+6 (bonus is removed while not in Hopper Platform)	**58**

Constitution Upgrades: A Geth can spend points to gain a bonus to Constitution, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Constitution Bonus	Upgrade Points
+1	10
+2	17
+3 (bonus is removed while in Hopper Platform)	26
+4 (bonus is removed while in Hopper Platform)	40

Intelligence Upgrades: A Geth can spend points to gain a bonus to Intelligence, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades. This intelligence bonus is considered permanent and so it provides additional skill points per level (but it is not retroactive).

Intelligence Bonus	Upgrade Points	Intelligence Bonus	Upgrade Points
+1	5	+4	17
+2	8	+5	25
+3	12	+6	36

Wisdom Upgrades: A Geth can spend points to gain a bonus to Wisdom, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Wisdom Bonus	Upgrade Points	Wisdom Bonus	Upgrade Points
+1	5	+4	17
+2	8	+5	25
+3	12	+6	36

Charisma Upgrades: A Geth can spend points to gain a bonus to Charisma, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Charisma Bonus	Upgrade Points	Charisma Bonus	Upgrade Points
+1	5	+4	17
+2	8	+5	25
+3	12	+6	36

Fortitude Upgrades: A Geth can spend points to gain a bonus to Fortitude saves, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Fortitude Bonus	Upgrade Points	Fortitude Bonus	Upgrade Points
+1	3	+6	10
+2	4	+7	14
+3	5	+8	18
+4	6	+9	25
+5	8	+10	35

Reflex Upgrades: A Geth can spend points to gain a bonus to Reflex saves, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Reflex Bonus	Upgrade Points	Reflex Bonus	Upgrade Points
+1	3	+6	10
+2	4	+7	14
+3	5	+8	18
+4	6	+9	25
+5	8	+10	35

Will Upgrades: A Geth can spend points to gain a bonus to Will saves, as indicated in the following table. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Will Bonus	Upgrade Points	Will Bonus	Upgrade Points
+1	3	+6	10
+2	4	+7	14
+3	5	+8	18
+4	6	+9	25
+5	8	+10	35

Targeting Software: A Geth can spend points to gain bonuses to attack rolls. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

Attack Bonus	Upgrade Points	Attack Bonus	Upgrade Points
+1	5	+6	15
+2	6	+7	20
+3	7	+8	26
+4	9	+9	36
+5	11	+10	50

Damage Control Software: A Geth can spend points to increase his DR. Bonuses gained this way are not cumulative and applying a higher bonus does not return the upgrade points spent on lesser upgrades.

DR Bonus	Upgrade Points	DR Bonus	Upgrade Points
+1	25	+3	75
+2	50	+4	100

Increase Shields: A Geth can use upgrade points to increase his Shield HP.

- If the Geth has less than 40 Shield HP, he must spend 1 upgrade point for each +3 Shield HP.
- If the Geth has between 41 and 90 Shield HP, he must spend 1 upgrade point for each +1 Shield HP.
- If the Geth has between 91 and 120 Shield HP, he must spend 2 upgrade points for each +1 Shield HP.
- If the Geth has 121 or more Shield HP, he must spend 3 upgrade points for each +1 Shield HP.

Armor Upgrades: A Geth can spend 10 upgrade points to allow up to 2 armor modifications to be applied to his mobile platform. None of these can be a Shield Generator armor mod.

Tech Specialization: A Geth can spend 8 upgrade points to gain 1 Tech specialization.

Combat Specialization: A Geth can spend 8 upgrade points to gain 1 Combat specialization.

Plating: A Geth can spend upgrade points to gain plating when using a Prime mobile platform. By spending 20 points he gains Plating equal to his Constitution score (not modifier). After that he can spend 4 upgrade points to increase his Plating by +1 (cumulative).

Stealth Generator: A Geth can spend upgrade points to implement Stealth Generators in his mobile platform. By spending 20 points, he implements a Lesser Stealth Generator. By spending 40 points he implements a Normal Stealth Generator. By spending 60 points he implements a Greater Stealth Generator.

Durable Hardware: A Geth can spend 50 upgrade points to become immune to critical hits.

Speed: Increase: A Geth can spend 50 upgrade points to increase his speed by 10 ft. This upgrade can only be selected once.

Extended Software: A Geth can spend 3 upgrade points to make a specific Cross-Class Skill into a Class Skill.

Advanced Software: A Geth can spend 2 upgrade points to gain a +1 bonus on a specific skill check. This is a cumulative and permanent bonus. There is a maximum bonus the Geth can apply, to each skill, equal to 1/2 Geth HD (minimum of +1).

Low-Light Vision: A geth can spend 3 upgrade points to gain Low-Light vision.

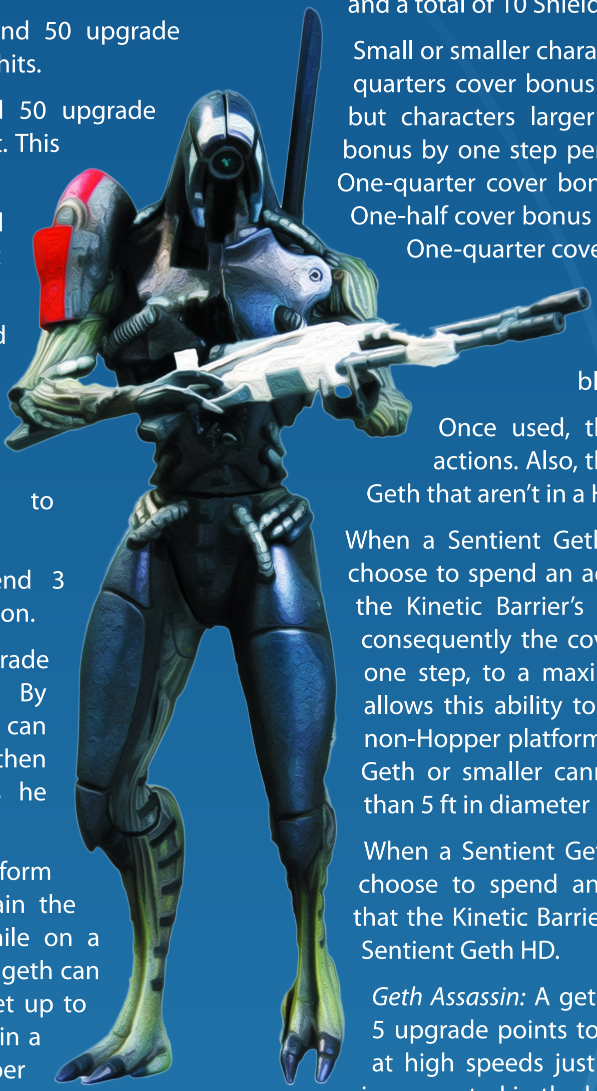
Nightvision: A geth can spend 5 upgrade points to gain nightvision 30 ft. By spending 5 upgrade points, he can increase the range to 60 ft. If he then spends another 5 upgrade points he increases it to 120 ft.

Siege Pulse: A geth in a prime platform can spend 5 upgrade points to gain the ability to launch a siege pulse while on a Prime platform. With one action, the geth can launch a Siege Pulse against a target up to 300 ft away. The Siege Pulse travels in a straight line with a speed of 50 ft per action. When it impacts with a creature or object it explodes dealing 1d6 damage for each 2 HD of the geth. Creatures and mechanical units 10-ft away also take 1/2 that much (rounded down). Anything with Shield HP affected by the Siege Pulse takes 50% more damage. Synthetic creatures also take 50% more damage (does not stack with the increased damage from having Shield HP).

In addition, affected creatures/constructs have their minds and optical sensors temporarily distorted receiving a -6 penalty on Spot and Search check and a -4 penalty on attack rolls for 2 actions.

Once used this ability cannot be used for another 5 actions.

When a Sentient Geth possesses this upgrade, he can choose to spend an additional 5 upgrade points so that the Siege Pulse ability is upgraded to deal extra bonus damage equal to the Sentient Geth HD and to be usable every 4 actions.



Kinetic Barrier: A geth that spends 2 upgrade points gains the ability to create a hexagonal kinetic barrier, with one action. This kinetic barrier has a diameter of 5-ft, and when a Medium character stands behind the barrier, it gains Three-quarters cover bonus (this is because the barrier floats a few inches above the ground and its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has a Defense of 5 and a total of 10 Shield HP per Sentient Geth HD.

Small or smaller characters do not gain more than Three-quarters cover bonus from standing behind the barrier, but characters larger than Medium reduce the cover bonus by one step per size increment, to a minimum of One-quarter cover bonus (so Large characters only gain One-half cover bonus and Huge or larger characters only One-quarter cover bonus). Medium or smaller flying creatures that stand behind the barrier, are completely protected as the line of effect to them is blocked by the barrier.

Once used, this ability cannot be used for 5 actions. Also, this ability only be used by Sentient Geth that aren't in a Hopper, Prime or Hunter platform.

When a Sentient Geth possesses this upgrade, he can choose to spend an additional 5 upgrade points so that the Kinetic Barrier's diameter increases to 10 ft (and consequently the cover bonus it provides increases by one step, to a maximum of massive cover). This also allows this ability to be used by Geth installed in any non-Hopper platform. However, Medium-sized Sentient Geth or smaller cannot create a Kinetic Barrier larger than 5 ft in diameter (the normal Kinetic Barrier's size).

When a Sentient Geth possesses this upgrade, he can choose to spend an additional 4 upgrade points so that the Kinetic Barrier's increases by +10 Shield HP per Sentient Geth HD.

Geth Assassin: A geth in a Hopper platform can spend 5 upgrade points to have the ability to fire projectiles at high speeds just like a sniper rifle. The weapon is incorporated in the hopper's head. Treat this weapon as a M-92 Mantis in all aspects except range which is only 50 ft and while it does not use thermal clips, it does need to spend 1 action to reload it (this reload time can be reduced as if it was a real hand-held weapon).

Internal Pulse Rifle: A geth in a Hopper platform can spend 3 upgrade points to have the ability to incorporate a Geth Pulse Rifle into his platform. He can then use as if wielding it. The range of the weapon is, however, reduced to 30 ft. The sentient geth must acquire the weapon before he can gain this upgrade.

Improved Geth Assassin: A geth in a Hopper platform, with the Geth Assassin upgrade, can spend an additional 7 points to gain a huge bonus when using that weapon and the Assassination Combat Power. When using that power, with the integrated weapon provided by the Geth Assassin upgrade, the Sentient Geth increases his Critical Threat range of all shots by an amount equal to 1/4 Sentient Geth's HD (minimum of +1) and the Critical Multiplier is also increased by 1 if the Sentient Geth has 10 HD or less or by 2 if it has more HD. These bonuses exist only while using the Assassination power.

Platform Transfer: Starting 2nd level, a Geth can change to a different mobile platform (body). He can choose to transfer his AI to a Large-sized body and vice-versa. Doing so consumes 10% of the Geth's current XP and requires at least 5 actions connected to a hardware server to which the other free mobile platform is also connected.

The Geth can transfer himself into one of the following bodies.

Normal Platform – Medium-sized body. Standard Geth with no benefits or penalties, with which the Sentien Geth starts.

Hopper Platform – Medium-sized body. The Geth increases his speed by +10 ft, gains +5 bonus to Jump, Hide and Move Silently, and gains a +4 bonus to Dexterity and -2 penalty to Strength. He also gains the ability to move in walls and ceilings as if it was normal ground. Hopper bodies are quadrupled (they carry 4× more) so they require both arms and legs to move, meaning a Geth in a Hopper body cannot use weapons (he may still perform melee attacks and use powers though). Hopper platforms automatically treat the Jump, Hide and Move Silently skills as Class skills and they don't need to make a running jump when making Jump checks (the DC doesn't increase if they don't perform running jumps).

Hunter Platform – Medium-sized body. The Geth gains a +5 bonus to Hide and Move Silently, and gains a +2 bonus to Dexterity. In addition, whenever using the Tactical Cloak power, that power has its duration increased by 2×. However, Hunter Platforms have the Geth's current DR reduced by 1 (minimum of 0).

Prime Platform – Large-sized body. Takes penalties and benefits from Large size. Gains +4 bonus to Strength and +2 bonus to Constitution but take a -2 penalty to Dexterity. Their speed is reduced by 10 ft. Their DR is increased by 1.

Shield Boost: Starting 5th level, the geth can spend a full-round action to boost the Shields by issuing commands from the incorporated omni-tool. This regenerates an amount of Shields equal to 10 + 1 per HD. This action provokes AoO normally and should any damage be dealt to the geth's Shields, Plating or HP, the action is expended without effect.

This ability has a cooldown of 10 actions.

This ability can be used a number of times per encounter equal to Wisdom modifier +1 (minimum of 1).

Improved Shield Boost: At 15th level the Geth's shield boost ability improves and now regenerates an amount equal to 10 + 2 per HD.

Geth Specific Feats

Extra Upgrade Points

Gain extra upgrade points

Prerequisites: Sentient Geth level 1

Benefit: Gain 4 upgrade points.

Special: Can be taken multiple times. Its effects stack.

Quicker Backup Transfer

You can install your AI into a platform much faster.

Prerequisites: Sentient Geth level 1

Benefit: When you avoid dying by making a Backup to the Geth Network, you no longer take 2d10 days to be installed into a new platform. Instead, you take only 1d6 days.

In addition, the Backup now requires only 5 rounds. If your body is utterly destroyed during those 5 rounds, the Backup fails entirely.

Blood Pack Mercenaries

Originally a small Terminus Systems vorcha gang, the Blood Pack was transformed into a mercenary legion by the krogan battlemaster Ganar Wrang. Exiled for striking a female in anger, Wrang obsessed over reclaiming his lost status.

Leading the vorcha pack as a pirate crew, Wrang cultivated recruits and infamy for a decade before incorporating his fighters as a security company across the Skyllian Verge. His notoriety ensured his initial public offering for investors made him rich beyond most krogan's dreams. Wrang returned triumphantly to his clan, rallying elders, krogan hordes, and their firepower and biotic support toward professional violence in the Terminus Systems.

Banned from Citadel Space, the Blood Pack bribes its way through spaceports into armed conflicts across the galaxy. Priding themselves for accepting otherwise untouchable contracts, the Blood Pack rejects bodyguarding and security in favor of cases requiring minimal oversight and maximal violence. Blood Pack appears to be, for the most part, made entirely of vorcha and krogan members, though they also use varren as war beasts.

Seeing the potential of the vorcha's individual adaptability, krogan Blood Pack mercenaries often sweep pockets of vorcha, gathering them up and literally beating them into soldiers. Vorcha "trained" by this ordeal are stronger, faster, smarter, and more resilient than other members of the race. Gaining even a few vorcha gives a mercenary band a formidable advantage; each additional vorcha magnifies the gang's combat ferocity exponentially.

Blood Pack Trooper

Blood Pack Troopers are vorcha who have been forced into service by the Blood Pack and are literally beaten into soldiers by their krogan commanders. They are the most commonly encountered soldiers of the Blood Pack, and considered to be cannon fodder by their fellow krogan.

BLOOD PACK TROOPER CR 1/3

XP 100
Medium organic (vorcha) **Class:** Soldier lvl 2
Senses: nightvision 30 ft, Listen +1, Spot +1
Initiative: +3
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10
HP: 23 (2d10+8) **HP DR:** 2
Regenerative Abilities: regeneration 1
Immunities: disease
Fortitude: +7 **Reflex:** +3 **Will:** -1

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3
Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)
One-Shot: +6
Double-Tap: +3
Auto-Fire 1st action: +3
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: +3
Full-Auto Fire 2nd action: +0
Full-Auto Fire 3rd action: -3
Critical: 20/×2
Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

Overkill rank 1
Times per Encounter: 1 *Duration:* 2 actions
Recoil Penalty: halved *Cooldown:* 4 actions

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 18 **Int:** 6 **Wis:** 8 **Cha:** 6
Feats: Alertness, Weapon Focus (assault rifle)
Skills: Jump +2, Listen +1, Repair +0, Spot +1
Organization: Solitary, pair or band (3 – 7)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

SPECIAL ABILITIES

Enrage: 2/encounter, after taking damage, the vorcha can spend 1 action to enter in an enraged state. This state lasts until the end of the encounter and it increases the vorcha's regeneration by +4 and provides 19 Plating HP

SPECIAL FEATURES

Physical Adaptability: violent clan or gang
Negative Charisma: Weak personality

EQUIPMENT

Grenades: 1 grenade

Blood Pack Pyro

The Blood Pack Pyro is a member of the Blood Pack mercenary group armed with a flamethrower. These troops are always vorcha.

BLOOD PACK PYRO CR 1

XP 300
Medium organic (vorcha) **Class:** Soldier lvl 3
Senses: nightvision 30 ft, Listen +1, Spot +1
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex, +1 from BAB, -1 gas tank), touch 12, flat-footed 10
HP: 33 (3d10+12) **HP DR:** 2
Regenerative Abilities: regeneration 1
Immunities: disease
Fortitude: +7 **Reflex:** +3 **Will:** +0

OFFENSE STATISTICS

Base Attack/Grapple: +3/+5
Space/Reach: 5 ft/5 ft

Weapon: M-451 Flamethrower (A 1, R -2, ammo 15% / shot, 20 ft)
One-Shot: Heavy Weapons check
Double-Tap: Heavy Weapons check -2
Auto-Fire 1st action: Heavy Weapons check -2
Auto-Fire 2nd action: Heavy Weapons check -4
Full-Auto Fire 1st action: Heavy Weapons check -2
Full-Auto Fire 2nd action: Heavy Weapons

check -4

Full-Auto Fire 3rd action: Heavy Weapons check -6

Damage: 12d6 in a 20 ft line (special, see weapon description)

POWER STATISTICS

Disruptor Ammo rank 2

Damage Bonus: +1 *Stun Duration:* 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 3

Damage: 5d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 14 **Dex:** 15 **Con:** 18 **Int:** 6 **Wis:** 8 **Cha:** 6

Feats: Skill Focus (Heavy Weapons), 2× Open Minded

Skills: Heavy Weapons +8, Listen +1, Repair +4, Spot +1

Organization: Solitary, pair or band (2 – 4)

Advancement: by class

Morality: Paragon +0, Renegade +20

Ability Points: 12

SPECIAL ABILITIES

Enrage: 2/encounter, after taking damage, the vorcha can spend 1 action to enter in an enraged state. This state lasts until the end of the encounter and it increases the vorcha's regeneration by +4 and provides 19 Plating HP

SPECIAL FEATURES

Physical Adaptability: violent clan or gang

Negative Charisma: Weak personality

EQUIPMENT

Grenades: 1 grenade

Gas Tank: The gas tank is dangerous equipment that provides nearly unlimited supply of fuel to the flame thrower heavy weapon. However, it is cumbersome, big and plainly obvious, providing a -1 penalty to Defense.

In addition, the gas tank can be attacked (its Defense is equal to the Pyro's Defense +5) but only when the Pyro has no Shield HP. The tank possesses 10 HP. If it takes more than 10 points of damage, the gas tank begins to leak gas and catches fire quickly due to the heat of the impact hole. Once it catches fire, it continues to burn for 2 actions until it explodes dealing 20d6 damage to the pyro and 10d6 damage to all those within 10-ft of it.

The Blood Pack Pyro can remove the gas tank but takes 1d4 actions doing so.

All characters are fully aware of what happens when the gas tank catches fire, so they usually know they should avoid being near one when it explodes. Most characters take advantage of the 2 actions it takes for the tank to explode to get as far away from it as possible.

Blood Pack Boom-Squad

The Blood Pack Boom-Squad are vorcha trained for an anti-personnel role in the Blood Pack organization.

BLOOD PACK BOOM-SQUAD CR 1

XP 300

Medium organic (vorcha) **Class:** Soldier lvl 3

Senses: nightvision 30 ft, Listen +1, Spot +1

Initiative: +2

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11

HP: 30 (3d10+9) **HP DR:** 2

Regenerative Abilities: regeneration 1

Immunities: disease

Fortitude: +6 **Reflex:** +4 **Will:** +0

OFFENSE STATISTICS

Base Attack/Grapple: +3/+5

Space/Reach: 5 ft/5 ft

Weapon: ML-77 Missile Launcher (SA 2, R -2, ammo 6% per shot, 200 ft)

One-Shot: Heavy Weapons check

Double-Tap: Heavy Weapons check -2

Auto-Fire 1st action: Heavy Weapons check -2

Auto-Fire 2nd action: Heavy Weapons check -4

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Damage: 4d6 (1/2 to adjacent creatures)

POWER STATISTICS

Disruptor Ammo rank 2

Damage Bonus: +1 *Stun Duration:* 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 3

Damage: 5d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 17 **Int:** 6 **Wis:** 8 **Cha:** 6

Feats: Skill Focus (Heavy Weapons), 2× Open Minded

Skills: Heavy Weapons +8, Listen +1, Repair +4, Spot +1

Organization: Solitary, pair or band (2 – 4)

Advancement: by class

Morality: Paragon +0, Renegade +20

Ability Points: 12

SPECIAL ABILITIES

Enrage: 2/encounter, after taking damage, the vorcha can spend 1 action to enter in an enraged state. This state lasts until the end of the encounter and it increases the vorcha's regeneration by +3 and provides 17 Plating HP

SPECIAL FEATURES

Physical Adaptability: violent clan or gang
Negative Charisma: Weak personality

EQUIPMENT

Grenades: 1 grenade

Blood Pack Warrior

Blood Pack Warriors are the elite troops fielded by the Blood Pack mercenary organization. Warriors are exclusively krogan and act as officers and overseers to the more numerous vorcha. Blood Pack Warriors are rarely encountered without vorcha supporting them.

BLOOD PACK WARRIOR CR 3

XP 900
Medium organic (krogan) **Class:** Soldier lvl 5
Senses: Listen +4, Spot +5
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, +1 from BAB), touch 13, flat-footed 11
Shield HP: 35 **Shield HP DR:** 0
Plating HP: 21 (14 Con+1/2 HD+5)
Plating HP DR: 2
HP: 42 (5d10+10) **HP DR:** 2
Regenerative Abilities: regeneration 3
Resistances: +5 bonus on all saves against temperature effects, radiation and poisons
Fortitude: +9 (only +6 vs environmental effects)
Reflex: +6 (only +3 vs environmental effects)
Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7
Space/Reach: 5 ft/5 ft

Weapon: M-23 Katana (SA 1, R -4, ammo 5, 20 ft)
One-Shot: +8
Double-Tap: +4
Auto-Fire 1st action: +4
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 2d6; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

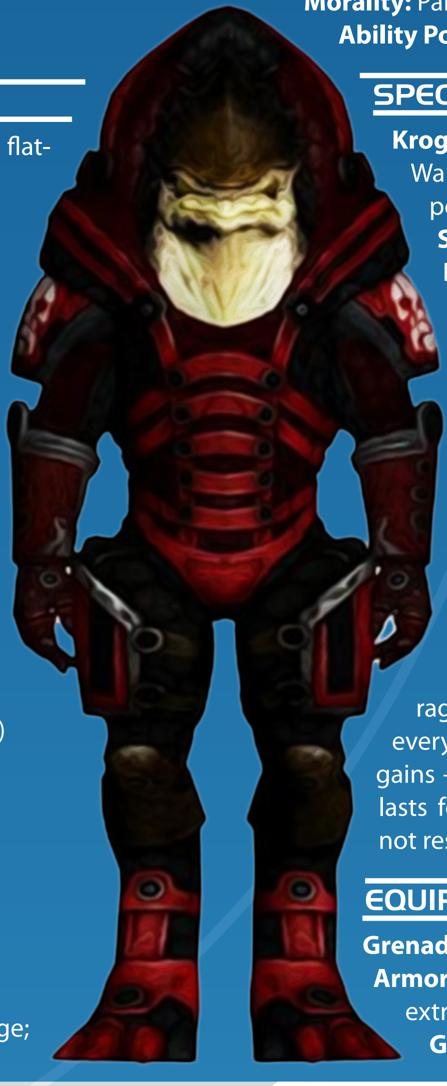
Disruptor Ammo rank 3
Damage Bonus: +2 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Carnage rank 4 (Damage)
Times per Encounter: 1 *Range:* 60 ft
Blast Radius: Adjacent creatures *Cooldown:* 3 actions
Damage Dealt: Critical damage +2d6

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 15 **Dex:** 14 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 8
Feats: Weapon Focus (shotgun), Improved Regeneration, Improved Plating, Greater Bashing, Point Blank Shot (from Unique Specialization)
Skills: Balance +4, Diplomacy -5, Intimidate +5, Jump +7, Listen +4, Repair +2, Spot +5, Tumble +3
Organization: Solitary, pair or band (2 – 5)
Advancement: by class
Morality: Paragon +0, Renegade +30
Ability Points: 14



SPECIAL ABILITIES

Krogan Charge: When the Blood Pack Warrior charges, he deals an extra 1d8+5 points of damage with the melee attack
Shield Boost: 1/encounter, the Blood Pack Warrior can spend 1 action to regenerate 15 points of the armor's Shields.
This ability has a cooldown of 10 actions.

SPECIAL FEATURES

Negative Charisma: Ugly
Redundant Systems: When victim of a critical hit, Blood Pack Warriors take a penalty of -2 Intelligence, Wisdom and Charisma and must make a Will save DC 15 every minute or enter in a rage called "Blood Haze" where he sees everyone as hostile. During that rage, he gains +2 bonus to Str and Constitution. This lasts for 1 hour. Cumulative critical hits do not result in a cumulative penalty.

EQUIPMENT

Grenades: 1 grenade
Armor: Mercenary Medium Armor (carries extra 3 Thermal Clips)
Gravity Boots

Blood Pack Commander

Blood Pack Commanders sat at the top of the food chain in the Blood Pack mercenary group. They answer only to each other and profit and Blood Pack interests are always their top concern. When one commander deviates from these concerns, others might step in to punish (and most likely kill) the rebellious commander.

Blood Pack Commanders are always Krogan Battlemasters, complementing their fighting skills with some biotic powers. At close range, they are extremely dangerous.

BLOOD PACK COMMANDER CR 5

XP 1.200
Medium organic (krogan)
Class: Krogan Battlemaster lvl 8
Senses: Listen +4, Spot +5
Initiative: +5
Speed: 35 ft

DEFENSE STATISTICS

Defense: 13 (+1 Dex, +2 from BAB), touch 13, flat-footed 11
Shield HP: 35 **Shield HP DR:** 0
Plating HP: 26 (14 Con+1/2 HD+8) **Plating HP DR:** 2
HP: 64 (8d10+16) **HP DR:** 2
Regenerative Abilities: regeneration 3
Resistances: +5 bonus on all saves against temperature effects, radiation and poisons
Fortitude: +13 (only +10 vs environmental effects)
Reflex: +8 (only +5 vs environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +6/+8
Space/Reach: 5 ft/5 ft

Weapon: M-22 Eviscerator + Smart Choke I (SA 1, R -4, ammo 3, 35 ft)
One-Shot: +8
Double-Tap: +4
Auto-Fire 1st action: +4
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 2d8; +1d6 extra vs. targets within range; +1 extra vs. Plating; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Biotic Points: 20 (8 in maintenance from Biotic Enhancement)

Biotic Enhancement rank 3
Max Str Increase: 1 or 2 (Str in statistics increased by 2)
Max Dex Increase: 1 (Dex in statistics increased by 1)
Max Fort Save: 1 or 2 (Fort save in statistics increased by 2)
Max Ref Save: 1 or 2 (Ref save in statistics increased by 2)
Max Skill Bonus: 1, 2 or 3
Max Speed Increase: 5 ft (speed in statistics increased by 5 ft)
Cooldown: 5 actions *Cost/Maintenance:* Varies

Warp rank 3
Damage: 3d8+2 *Range:* 60 ft
Detonation Radius: 5 ft *Cooldown:* 2 actions
Cost: 3 biotic points

Incendiary Ammo rank 3
Damage Bonus: +2
Reflex Save DC: 12 + 1 per successful shot of current action

Carnage rank 4 (Damage)
Times per Encounter: 1 *Range:* 60 ft
Blast Radius: Adjacent creatures *Cooldown:* 3 actions
Damage Dealt: Critical damage +2d6

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

Cluster Grenade rank 1
Damage: 3d6 *Radius:* 15 ft
Fly Distance: 10 ft *Fortitude Save DC:* 16

Adrenaline Rush rank 2
Bonus to Attack Rolls: Wisdom mod *Duration:* 1 action
Bonus to Reflex saves: Wisdom mod *Cooldown:* 3 action
Times per Encounter: 2

GENERAL STATISTICS

Str: 15 **Dex:** 12 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 14
Feats: Weapon Focus (shotgun), Improved Plating, Greater Bashing, Improved Initiative, Improved Regeneration, Iron Will (from Unique Specialization), Point Blank Shot (from Unique Specialization)
Skills: Balance +3, Biotics +8, Diplomacy -2, Intimidate +10, Jump +8, Knowledge (tactics) +4, Listen +8, Repair +2, Spot +9, Tumble +6
Organization: Solitary or pair
Advancement: by class
Morality: Paragon +0, Renegade +50
Ability Points: 14

SPECIAL ABILITIES

Krogan Charge: When the Blood Pack Warrior charges, he deals an extra 1d8+8 points of damage with the melee attack
Shield Boost: 2/encounter, the Blood Pack Commander can spend 1 action to regenerate 18 points of the armor's Shields.
This ability has a cooldown of 10 actions.

SPECIAL FEATURES

Redundant Systems: When victim of a critical hit, Blood Pack Warriors take a penalty of -2 Intelligence, Wisdom and Charisma and must make a Will save DC 15 every minute or enter in a rage called "Blood Haze" where he sees everyone as hostile. During that rage, he gains +2 bonus to Str and Constitution. This lasts for 1 hour. Cumulative critical hits do not result in a cumulative penalty.

EQUIPMENT

Grenades: 2 grenades

Armor: Mercenary Medium Armor (carries extra 3 Thermal Clips) + Off-Hand Ammo Pack (extra for arms): carries extra 4 Thermal Clips

Gravity Boots

Omni-Tool

Solaris Amp L3-I

Blue Suns Mercenaries

The Blue Suns are a "private security organization", in reality a mercenary outfit operating in the Skyllian Verge. The Blue Suns have a reputation for being both discreet and ruthlessly efficient, and as such charge a sizeable fee. They were founded by Zaeed Massani and Vido Santiago.

After betraying Zaeed, Vido hired many batarians into his ranks, even naming Solem Del'Serah his head of operations, though this act was little more than a PR stunt calculated as a sign of cooperation to placate his batarian funders, and to draw away fire from potential assassination attempts. It worked on both counts and the partnership lasts to this day.

Over the next decade the Suns grew into a fearsome combat force spanning dozens of places.

Blue Suns mercenaries often have a tattoo of a blue sun somewhere on their body. During high-risk jobs, the tattoo would be removed with an acid wash to prevent them being identified, then reapplied once the job was finished.

Blue Suns consist mostly of batarians, turians, and humans, and also employ YMIR, FENRIS, and LOKI Mechs.

Blue Suns Pyro

Blue Suns Pyros are flamethrower equipped troops employed by the Blue Suns mercenary organization. Since that job requires them to approach a target almost at point-blank range, and poses tremendous risk because of the volatile gas tank the pyro carries in the back, only batarians are chosen for this position.

Though Blue Suns Pyro uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors and logo.

BLUE SUNS PYRO CR 1

XP 300

Medium organic (batarian)

Class: Soldier lvl 3

Senses: Listen +4, Spot +8

Initiative: +6

Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, +1 from BAB, -1 gas tank, + 1 dodge), touch 13, flat-footed 11

Shield HP: 15

Shield HP DR: 0

HP: 30 (3d10+9)

HP DR: 1

Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)

Fortitude: +10 (only +6 vs. environmental effects)

Reflex: +7 (only +3 vs. environmental effects)

Will: +1

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4

Space/Reach: 5 ft/5 ft

Weapon: M-451 Flamethrower (A 1, R -2, ammo 15% / shot, 20 ft)

One-Shot: Heavy Weapons check

Double-Tap: Heavy Weapons check -2

Auto-Fire 1st action: Heavy Weapons check -4

Auto-Fire 2nd action: Heavy Weapons check -6

Full-Auto Fire 1st action: Heavy Weapons check -2

Full-Auto Fire 2nd action: Heavy Weapons check -4

Full-Auto Fire 3rd action: Heavy Weapons check -6

Damage: 12d6 in a 20 ft line (special, see weapon description)

POWER STATISTICS

Disruptor Ammo rank 2

Damage Bonus: +1

Stun Duration: 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 3

Damage: 5d6

Radius: 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 14 **Con:** 18 **Int:** 12 **Wis:** 10 **Cha:** 10

Feats: Skill Focus (Heavy Weapons), Improved Initiative, Dodge

Skills: Heavy Weapons +11, Listen +4, Repair +5, Spot +8

Organization: Solitary, pair or band (2 – 4)

Advancement: by class

Morality: Paragon +0, Renegade +20

Ability Points: 12

EQUIPMENT

Grenades: 1 grenade

Gas Tank: The gas tank is dangerous equipment that provides nearly unlimited supply of fuel to the flame thrower heavy weapon. However, it is cumbersome, big and plainly obvious, providing a -1 penalty to Defense.

In addition, the gas tank can be attacked (its Defense is equal to the Pyro's Defense +5) but only when the Pyro has no Shield HP. The tank possesses 10 HP. If it takes more than 10 points of damage, the gas tank begins to leak gas and catches fire quickly due to the heat of the impact hole. Once it catches fire, it continues to burn for 2 actions until it explodes dealing 20d6 damage to the pyro and 10d6 damage to all those within 10-ft of it.

The Blue Suns Pyro can remove the gas tank but takes 1d4 actions doing so.

All characters are fully aware of what happens when the gas tank catches fire, so they usually know they should avoid being near one when it explodes. Most characters take advantage of the 2 actions it takes for the tank to explode to get as far away from it as possible.

Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)

Omni-Tool

M-3 Predator Pistol

Blue Suns Trooper

Blue Suns Troopers are the rank and file soldiers for the Blue Suns mercenary organization, making them one of the most commonly encountered enemies. They are predominantly human, batarian, and turian soldiers.

Though Blue Suns Trooper uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors and logo.

BLUE SUNS TROOPER CR 1/2

XP 150

Medium organic (human) **Class:** Soldier lvl 2

Senses: Listen +3, Spot +3

Initiative: +3

Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10

Shield HP: 15 **Shield HP DR:** 0

HP: 19 (2d10+4) **HP DR:** 1

Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)

Fortitude: +9 (only +5 vs. environmental effects)

Reflex: +7 (only +3 vs. environmental effects)

Will: +1

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3

Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)

One-Shot: +6

Double-Tap: +3

Auto-Fire 1st action: +3

Auto-Fire 2nd action: +0

Full-Auto Fire 1st action: +3

Full-Auto Fire 2nd action: +0

Full-Auto Fire 3rd action: -3

Critical: 20/×2

Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1

Damage Bonus: +1 *Stun Duration:* 1 action

Fortitude Save DC: 10 + 1 per successful shot of current action

Incendiary Ammo rank 1

Damage Bonus: +1

Reflex Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1

Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10

Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot

Skills: Balance +5, Intimidate +3, Jump +3, Knowledge (tactics) +2, Listen +3, Repair +2, Spot +3

Organization: Solitary, pair or band (3 – 10)

Advancement: by class

Morality: Paragon +0, Renegade +20

Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 1/encounter, the Blue Suns Trooper can spend 1 action to regenerate 12 points of the armor's Shields.

This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 1 grenade

Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Omni-Tool

BLUE SUNS TROOPER CR 1/2

XP 150

Medium organic (batarian) **Class:** Soldier lvl 2

Senses: Listen +2, Spot +5
Initiative: +3
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10
Shield HP: 15 **Shield HP DR:** 0
HP: 21 (2d10+6) **HP DR:** 1
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +10 (only +6 vs. environmental effects)
Reflex: +7 (only +3 vs. environmental effects)
Will: +0

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3
Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)
One-Shot: +6
Double-Tap: +3
Auto-Fire 1st action: +3
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: +3
Full-Auto Fire 2nd action: +0
Full-Auto Fire 3rd action: -3
Critical: 20/×2
Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

Incendiary Ammo rank 1
Damage Bonus: +1
Reflex Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 16 **Int:** 10 **Wis:** 10 **Cha:** 10
Feats: Weapon Focus (assault rifle), Point Blank Shot
Skills: Intimidate +3, Knowledge (tactics) +2, Listen +2, Repair +2, Spot +5
Organization: Solitary, pair or band (3 – 10)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 1/encounter, the Blue Suns Trooper can spend 1 action to regenerate 12 points of the armor's Shields.

This ability has a cooldown of 10 actions.

EQUIPMENT

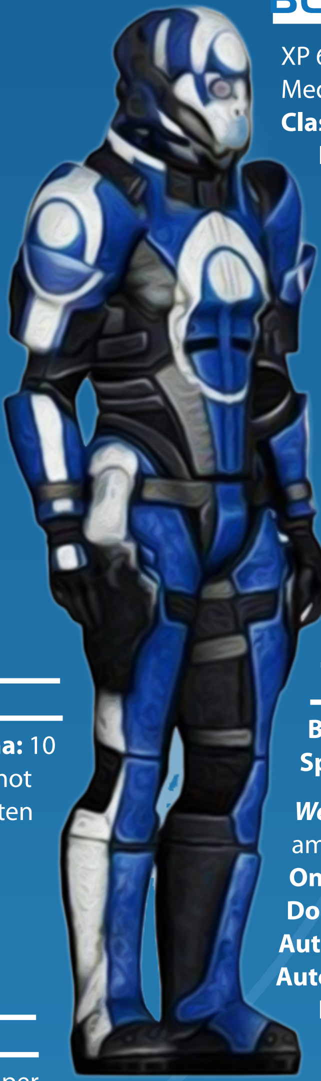
Grenades: 1 grenade
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Omni-Tool

Blue Suns Heavy

Blue Suns Heavies are troops deployed in a squad support role by the Blue Suns mercenary organization. They are always human, equipped with ML-77 Missile Launchers. Their role is to inflict heavy damage on opponents while keeping them suppressed. They are encountered frequently on Blue Suns bases and places of interest.

Though Blue Suns Heavy uses the Scorpion light armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors and logo.

BLUE SUNS HEAVY CR 2



XP 600
Medium organic (human)
Class: Engineer lvl 4
Initiative: +6 **Senses:** Listen +0, Spot +0
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, + 1 dodge), touch 13, flat-footed 10
Shield HP: 19 **Shield HP DR:** 1
HP: 20 (4d6+4) **HP DR:** 1
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +8 (only +4 vs. environmental effects)
Reflex: +7 (only +3 vs. environmental effects)
Will: +4

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3
Space/Reach: 5 ft/5 ft

Weapon: ML-77 Missile Launcher (SA 2, R -2, ammo 6% per shot, 200 ft)
One-Shot: Heavy Weapons check
Double-Tap: Heavy Weapons check -2
Auto-Fire 1st action: Heavy Weapons check -2
Auto-Fire 2nd action: Heavy Weapons check -4
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Damage: 4d6 (1/2 to adjacent creatures)

POWER STATISTICS

Tech Points: 16 (2 in maintenance from Tech Armor)

Overload rank 3
Damage to Shields/Synthetics: 4d6
Stun Duration: 1 action
Damage to Organics: 1d8 *Will Save DC:* 16
Cooldown: 4 actions *Cost:* 2 tech points

AI Hacking rank 3
Radius: 10 ft *Duration:* 3 actions
Will Save DC: 16 *Cost:* 3 tech points
Cooldown: 5 actions

Tech Armor rank 3
Shield Increase: +30% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 16
Explosion Radius: 15 ft *Cooldown:* 4 actions
Explosion Damage: 3d6 *Cost:* 3 tech points

GENERAL STATISTICS

Str: 13 **Dex:** 14 **Con:** 12 **Int:** 16 **Wis:** 10 **Cha:** 10
Feats: Simple Tech Training (Tech Armor), Skilled (Heavy Weapons, Hide, Move Silently), Improved Initiative, Greater Fortitude , Dodge (from Unique Specialization)
Skills: Balance +4, Damping +10, Decryption +10, Electronics +12, First Aid +7, Hacking +10, Heavy Weapons +10, Jump +3, Knowledge (physics) +9, Knowledge (technology) +9, Medicine +9, Repair +10, Tumble +7
Organization: Solitary, pair or squad (2 – 5)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

EQUIPMENT

First-Aid Dispenser: 3 Medi-Gel kits
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Omni-Tool

Blue Suns Legionnaire

Blue Suns Legionnaires are highly skilled infantry hired and deployed by the mercenary organization the Blue Suns. Legionnaires are high level troops and are much more dangerous than standard Troopers. There are usually a couple Legionnaires deployed to any given Blue Suns base. Legionnaires are always accompanied by Troopers and other Blue Suns troop types.

Blue Suns Legionnaires are always batarian.

Though Blue Suns Legionnaire uses the Onyx medium armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors and logo.

BLUE SUNS LEGIONNAIRE CR 3

XP 900
Medium organic (batarian) **Class:** Soldier lvl 6
Senses: Listen +5, Spot +5
Initiative: +3
Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12
Shield HP: 58 **Shield HP DR:** 1
HP: 43 (6d10+6) **HP DR:** 2
Fortitude: +9 (only +6 vs. environmental effects)
Reflex: +8 (only +5 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +6/+9
Space/Reach: 5 ft/5 ft

Weapon: M-15 Vindicator + Recoil Damper (B 3, R -4, ammo 24, 70 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +7
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6

POWER STATISTICS

Tech Points: 6 (2 in maintenance from Tech Armor)

Disruptor Ammo rank 3
Damage Bonus: +2 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 3
Damage Bonus: +2
Reflex Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 3
Damage: 5d6 *Radius:* 20 ft

Tech Armor rank 1
Shield Increase: +30% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 12
Explosion Radius: 10 ft *Cooldown:* 4 actions
Explosion Damage: 2d6 *Cost:* 2 tech points

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 14 **Int:** 12 **Wis:** 12 **Cha:** 8
Feats: Weapon Focus (assault rifle), Point Blank Shot, Skilled (Electronics, Hide, Move Silently), Simple

Tech Training (Tech Armor), Iron Will (from Unique Specialization)
Skills: Balance +5, Electronics +4, Intimidate +7, Jump +6, Listen +5, Piloting +4, Repair +7, Spot +5, Tumble +8
Organization: Solitary, pair or band (3 – 6)
Advancement: by class
Morality: Paragon +0, Renegade +30
Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Blue Suns Legionnaire can spend 1 action to regenerate 16 points of the armor's Shields.
This ability has a cooldown of 10 actions.

SPECIAL FEATURES

Negative Charisma: Ugly

EQUIPMENT

Grenades: 1 grenade
Armor: Onyx Medium Armor (Arms - +1 bonus on attak rolls)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Omni-Tool

Blue Suns Centurion

The Blue Suns Centurion is the second highest rank in the Blue Suns mercenary group. Centurions are armed with M-15 Vindicator assault rifles or M-27 Scimitar shotguns. They can easily strip away the player's shields and inflict high damage. They are also highly-accurate troops, rarely missing a burst with a Vindicator.

Though Blue Suns Centurion uses the Onyx and Silverback medium armors, the armors' colors are different, employing the Blue Suns Mercenary Band colors and logo.

BLUE SUNS CENTURION CR 5

XP 1.800
Medium organic (human) **Class:** Soldier lvl 8
Senses: Listen +6, Spot +6
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 16 (+3 Dex, +2 from BAB, + 1 dodge), touch 16, flat-footed 12
Shield HP: 58 **Shield HP DR:** 1
HP: 56 (8d10+8) **HP DR:** 2
Fortitude: +10 (only +7 vs. environmental effects)
Reflex: +8 (only +5 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +8/+11
Space/Reach: 5 ft/5 ft

Weapon: M-15 Vindicator + Recoil Damper (B 3, R -4, ammo 24, 70 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +10
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6

POWER STATISTICS

Tech Points: 8 (2 in maintenance from Tech Armor)

Disruptor Ammo rank 3
Damage Bonus: +2 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 3
Reflex Save DC: 12 + 1 per successful shot of current action
Damage Bonus: +2

Shrapnel Grenade rank 4 (Damage)
Damage: 6d6 *Radius:* 20 ft

Tech Armor rank 1
Shield Increase: +30% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 12
Explosion Radius: 10 ft *Cooldown:* 4 actions
Explosion Damage: 2d6*Cost:* 2 tech points

GENERAL STATISTICS

Str: 16 **Dex:** 16 **Con:** 12 **Int:** 12 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (assault rifle), Point Blank Shot, Skilled (Electronics, Hide, Move Silently), Simple Tech Training (Tech Armor), Improved Initiative, Dodge, Iron Will (from Unique Specialization), Precise Shooting (from Unique Specialization)
Skills: Balance +5, Electronics +4, Intimidate +8, Jump +5, Knowledge (tactics) +4, Listen +6, Piloting +5, Repair +9, Spot +6, Tumble +10
Organization: Solitary, pair or band (2 – 4)
Advancement: by class
Morality: Paragon +0, Renegade +40
Ability Points: 14

SPECIAL ABILITIES

Improved Shield Boost: 2/encounter, the Blue Suns Centurion can spend 1 action to regenerate 26 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 3 grenades
Armor: Onyx Medium Armor (Arms - +1 bonus on attak rolls)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Stim-Pack: Greater Reflex Enhancing Drugs (+2 dodge bonus to Defense)
Gravity Boots
Omni-Tool

BLUE SUNS CENTURION CR 5

XP 1.800
Medium organic (turian)
Class: Soldier lvl 8
Senses: Listen +5, Spot +5
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12
Shield HP: 65
Shield HP DR: 1
HP: 64 (8d10+16)
HP DR: 2
Resistances: reduce damage from Biotic and Tech powers by 3
Fortitude: +12 (only +8 vs. environmental effects)
Reflex: +9 (only +5 vs. environmental effects)
Will: +6

OFFENSE STATISTICS

Base Attack/Grapple: +8/+11
Space/Reach: 5 ft/5 ft

Weapon: M-27 Scimitar + Heat Sink (A 3, R -5, ammo 8, 25 ft)
One-Shot: +12
Double-Tap: +7
Auto-Fire 1st action: +7
Auto-Fire 2nd action: +2
Full-Auto Fire 1st action: +7
Full-Auto Fire 2nd action: +2
Full-Auto Fire 3rd action: -3
Critical: 20/×2
Damage: 1d10; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Tech Points: 8 (2 in maintenance from Tech Armor)

Disruptor Ammo rank 3
Stun Duration: 1 action
Damage Bonus: +2
Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 3
Damage Bonus: +2
Reflex Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 3
Damage: 5d6
Radius: 20 ft

Tech Armor rank 1
Shield Increase: +30% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 12
Explosion Radius: 10 ft
Cooldown: 4 actions
Explosion Damage: 2d6
Cost: 2 tech points

GENERAL STATISTICS

Str: 16 **Dex:** 16 **Con:** 14 **Int:** 12 **Wis:** 12 **Cha:** 8
Feats: Weapon Focus (shotgun), Point Blank Shot, Skilled (Electronics, Hide, Move Silently), Simple Tech Training (Tech Armor), Improved Initiative, Iron Will (from Unique Specialization), Precise Shooting (from Unique Specialization)
Skills: Electronics +4, Intimidate +7, Knowledge (tactics) +7, Listen +5, Piloting +4, Repair +9, Spot +5, Tumble +4
Organization: Solitary, pair or band (3 – 6)
Advancement: by class
Morality: Paragon +0, Renegade +30
Ability Points: 14

SPECIAL ABILITIES

Improved Shield Boost: 2/encounter, the Blue Suns Centurion can spend 1 action to regenerate 26 points of the armor's Shields.
This ability has a cooldown of 10 actions.

SPECIAL FEATURES

Negative Charisma: Weak Personality

EQUIPMENT

Grenades: 3 grenades
Armor: Silverback Medium Armor (reduces damage from Biotic, Tech and Combat powers by 3)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Stim-Pack: Greater Reflex Enhancing Drugs (+2 dodge bonus to Defense)
Gravity Boots
Omni-Tool

Blue Suns Commander

The Blue Suns Commander is a powerful member of the Blue Suns mercenary group. Commanders are equipped with superior armor and weapons than other Blue Suns forces.

Though Blue Suns Commanders uses the Onyx and Mercenary heavy armors, the armors' colors are different, employing the Blue Suns Mercenary Band colors and logo.

BLUE SUNS COMMANDER CR 7

XP 3.600
Medium organic (human) **Class:** Soldier lvl 10
Senses: Listen +8, Spot +8
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 16 (+3 Dex, +3 from BAB), touch 16, flat-footed 13
Shield HP: 123 **Shield HP DR:** 1
HP: 69 (10d10+10) **HP DR:** 3
Fortitude: +9 (only +8 vs. environmental effects)
Reflex: +7 (only +6 vs. environmental effects)
Will: +6

OFFENSE STATISTICS

Base Attack/Grapple: +10/+14
Space/Reach: 5 ft/5 ft

Weapon: M-76 Revenant + Recoil Damper (A 6, R -5, ammo 60, 70 ft)
One-Shot: +17
Double-Tap: +13
Auto-Fire 1st action: +13
Auto-Fire 2nd action: +8
Full-Auto Fire 1st action: +13
Full-Auto Fire 2nd action: +8
Full-Auto Fire 3rd action: +3
Critical: 20/×2; 19-20/×2 against surprised targets
Reload Time: 1 actions
Damage: 1d6

POWER STATISTICS

Tech Points: 10 (2 in maintenance from Tech Armor)

Disruptor Ammo rank 4 (Damage)
Damage Bonus: +3 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 4 (Damage)
Damage Bonus: +3
Reflex Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 4 (Damage)
Damage: 6d6 *Radius:* 20 ft

Tech Armor rank 1
Shield Increase: +30% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 12
Explosion Radius: 10 ft *Cooldown:* 4 actions
Explosion Damage: 2d6 *Cost:* 2 tech points

Overkill rank 3
Times per Encounter: 1 *Duration:* 3 actions
Recoil Penalty: halved *Cooldown:* 5 actions

GENERAL STATISTICS

Str: 18 **Dex:** 16 **Con:** 13 **Int:** 12 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (assault rifle), Point Blank Shot, Skilled (Electronics, Hide, Move Silently), Simple Tech Training (Tech Armor), Improved Initiative, Quick Reload, Improved Weapon Focus (assault rifle), Iron Will (from Unique Specialization), Precise Shooting (from Unique Specialization)
Skills: Balance +5, Electronics +4, Intimidate +10, Jump +6, Knowledge (tactics) +8, Listen +8, Repair +9, Spot +8, Tumble +13
Organization: Solitary, pair or band (1 – 4)
Advancement: by class
Morality: Paragon +0, Renegade +50
Ability Points: 14

SPECIAL ABILITIES

Improved Shield Boost: 2/encounter, the Blue Suns Centurion can spend 1 action to regenerate 30 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 3 grenades
Armor: Onyx Heavy Armor (Arms - +2 bonus on attak rolls)
Bionic Implant: Bionic-Amplifier (+2 Strength)
Stim-Pack: Greater Reflex Enhancing Drugs (+2 dodge bonus to Defense)
Gravity Boots
Omni-Tool

BLUE SUNS COMMANDER CR 7

XP 3.600
Medium organic (batarian) **Class:** Soldier lvl 10
Senses: Listen +2, Spot +5
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+2 Dex, +3 from BAB), touch 15, flat-footed 13
Shield HP: 123 **Shield HP DR:** 1
HP: 79 (10d10+20) **HP DR:** 3
Fortitude: +10 (only +9 vs. environmental effects)
Reflex: +6 (only +5 vs. environmental effects)
Will: +6

OFFENSE STATISTICS

Base Attack/Grapple: +10/+14
Space/Reach: 5 ft/5 ft

Weapon: M-76 Revenant + Recoil Damper (A 6, R -5, ammo 60, 70 ft)

One-Shot: +16

Double-Tap: +12

Auto-Fire 1st action: +12

Auto-Fire 2nd action: +7

Full-Auto Fire 1st action: +12

Full-Auto Fire 2nd action: +7

Full-Auto Fire 3rd action: +2

Critical: 20/×2; 19-20/×2 against surprised targets

Reload Time: 1 actions

Damage: 1d6

POWER STATISTICS

Tech Points: 10 (2 in maintenance from Tech Armor)

Disruptor Ammo rank 4 (Damage)

Damage Bonus: +3 *Stun Duration:* 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 4 (Damage)

Damage Bonus: +3

Reflex Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 4 (Damage)

Damage: 6d6 *Radius:* 20 ft

Tech Armor rank 1

Shield Increase: +30% (applied in statistics)

Cooldown Increase: 2 actions (applied in statistics)

Shield HP DR gained: 1 (applied in statistics)

Fortitude Save DC: 12

Explosion Radius: 10 ft *Cooldown:* 4 actions

Explosion Damage: 2d6 *Cost:* 2 tech points

Overkill rank 3

Times per Encounter: 1 *Duration:* 3 actions

Recoil Penalty: halved *Cooldown:* 5 actions

GENERAL STATISTICS

Str: 18 **Dex:** 14 **Con:** 15 **Int:** 12 **Wis:** 12 **Cha:** 10

Feats: Weapon Focus (assault rifle), Point Blank Shot, Skilled (Electronics, Hide, Move Silently), Simple Tech Training (Tech Armor), Quick Reload, Improved Weapon Focus (assault rifle), Iron Will (from Unique Specialization), Precise Shooting (from Unique Specialization)

Skills: Balance +4, Electronics +4, Intimidate +10, Jump +6, Knowledge (tactics) +8, Listen +2, Repair +9, Spot +5, Tumble +12

Organization: Solitary, pair or band (1 – 4)

Advancement: by class

Morality: Paragon +0, Renegade +50

Ability Points: 14

SPECIAL ABILITIES

Improved Shield Boost: 2/encounter, the Blue Suns Centurion can spend 1 action to regenerate 30 points of the armor's Shields. This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 3 grenades

Armor: Onyx Heavy Armor (Arms - +2 bonus on attak rolls)

Bionic Implant: Bionic-Amplifier (+2 Strength)

Stim-Pack: Greater Reflex Enhancing Drugs (+2 dodge bonus to Defense)

Gravity Boots

Omni-Tool

BLUE SUNS COMMANDER CR 7

XP 3.600

Medium organic (turian) **Class:** Soldier lvl 10

Initiative: +2 **Senses:** Listen +3, Spot +3

Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+2 Dex, +3 from BAB), touch 15, flat-footed 13

Shield HP: 104 **Shield HP DR:** 1

HP: 79 (10d10+20) **HP DR:** 3

Fortitude: +10 (only +9 vs. environmental effects)

Reflex: +6 (only +5 vs. environmental effects)

Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +10/+14

Space/Reach: 5 ft/5 ft

Weapon: M-22 Eviscerator + Smart Choke I (SA 1, R -4, ammo 3, 35 ft)

One-Shot: +13

Double-Tap: +9

Auto-Fire 1st action: +9

Auto-Fire 2nd action: +5

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 19-20/×3

Damage: 2d8; +1d6 extra vs. targets within range; +1 extra vs. Plating; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Tech Points: 10 (2 in maintenance from Tech Armor)

Carnage rank 3

Times per Encounter: 1 *Range:* 60 ft

Blast Radius: Adjacent creatures

Cooldown: 3 actions

Damage Dealt: Critical damage +1d6

Disruptor Ammo rank 4 (Damage)

Damage Bonus: +3 *Stun Duration:* 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 4 (Damage)

Damage Bonus: +3

Reflex Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 4 (Damage)
Damage: 6d6 *Radius:* 20 ft

Tech Armor rank 1
Shield Increase: +30% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 12
Explosion Radius: 10 ft *Cooldown:* 4 actions
Explosion Damage: 2d6 *Cost:* 2 tech points

GENERAL STATISTICS

Str: 18 **Dex:** 14 **Con:** 15 **Int:** 12 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (shotgun), Point Blank Shot, Skilled (Electronics, Hide, Move Silently), Simple Tech Training (Tech Armor), Quick Reload, Close Contact Shooting, Improved Critical (shotgun) (from Unique Specialization), Improved Close Contact Shooting (from Unique Specialization)
Skills: Balance +4, Electronics +5, Intimidate +10, Jump +6, Knowledge (tactics) +8, Listen +3, Piloting +3, Repair +9, Spot +3, Tumble +10
Organization: Solitary, pair or band (1 – 4)
Advancement: by class
Morality: Paragon +0, Renegade +50
Ability Points: 14

SPECIAL ABILITIES

Improved Shield Boost: 2/encounter, the Blue Suns Centurion can spend 1 action to regenerate 30 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 3 grenades
Armor: Mercenary Heavy Armor (carries extra 4 Thermal Clips) + Shield Battery (+10% base armor Shield HP)
Bionic Implant: Bionic-Amplifier (+2 Strength)
Stim-Pack: Greater Reflex Enhancing Drugs (+2 dodge bonus to Defense)
Gravity Boots
Omni-Tool

Eclipse Mercenaries

Eclipse is a mercenary corporation that was founded by asari commando Jona Sederis. They provide effective security and firepower for prospective employers. They have few scruples about the nature of those who hire them, so long as they can afford their services. Eclipse mercenaries work in teams of troopers and vanguards which may be led by more experienced commando units. They often utilize mech support in battle.

Eclipse in general seems to favor stealth, discrimination, and "intelligent" ways of conducting battles. They are primarily made up of asari, salarians and humans. They have a large number of Vanguards in their employ, and have many tech and biotic-based resources. Eclipse also employs a large amount of YMIR, FENRIS, and LOKI Mechs. Eclipse also has many ventures that delve into smuggling and specialize in transporting illicit goods and criminals from place to place.

Eclipse mercenaries can be identified by yellow or black armor featuring the Eclipse logo, a solar eclipse crossed in the center by a capital letter E.

Eclipse mercenaries are not as disciplined as their more established rivals in the Blue Suns, but make up for this with cutting edge equipment and weaponry, as well as their extensive use of biotics.

Eclipse Trooper

Eclipse Troopers are the front-line grunts fielded by the Eclipse mercenary group. They can be humans, salarians and asari. They are the most common Eclipse soldier.

Though Eclipse Troopers uses the Scorpion light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors and logo.

ECLIPSE TROOPER CR 1/2

XP 150
Medium organic (human) **Class:** Soldier lvl 2
Senses: Listen +3, Spot +3
Initiative: +3
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10
Shield HP: 15 **Shield HP DR:** 0
HP: 19 (2d10+4) **HP DR:** 1
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +9 (only +5 vs. environmental effects)
Reflex: +7 (only +3 vs. environmental effects)
Will: +1

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3
Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)
One-Shot: +6
Double-Tap: +3
Auto-Fire 1st action: +3
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: +3
Full-Auto Fire 2nd action: +0
Full-Auto Fire 3rd action: -3
Critical: 20/×2
Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

Incendiary Ammo rank 1
Damage Bonus: +1
Reflex Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot
Skills: Balance +5, Intimidate +3, Jump +3, Knowledge (tactics) +2, Listen +3, Repair +2, Spot +3
Organization: Solitary, pair or band (3 – 10)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 1/encounter, the Blue Suns Trooper can spend 1 action to regenerate 12 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

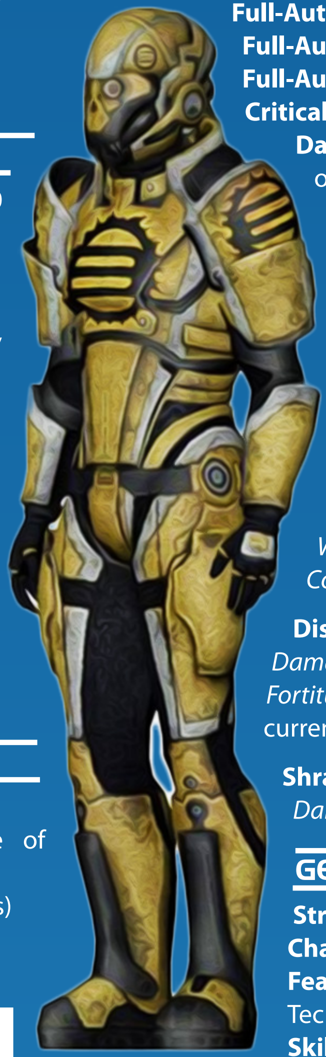
Grenades: 1 grenade
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Omni-Tool

ECLIPSE TROOPER CR 1/2

XP 150
Medium organic (salarian) **Class:** Infiltrator lvl 2
Senses: Listen +5, Spot +5
Initiative: +4
Speed: 35 ft, swim 20 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex), touch 14, flat-footed 10
Shield HP: 15 **Shield HP DR:** 0
HP: 12 (2d8) **HP DR:** 1
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +4 (only +0 vs. environmental effects)
Reflex: +11 (only +7 vs. environmental effects)
Will: +1



OFFENSE STATISTICS

Base Attack/Grapple: +1/+1
Space/Reach: 5 ft/5 ft

Weapon: M-9 Tempest (A 10, R -4, ammo 50, 40 ft)
One-Shot: +6
Double-Tap: +2
Auto-Fire 1st action: +2
Auto-Fire 2nd action: -2
Full-Auto Fire 1st action: +2
Full-Auto Fire 2nd action: -2
Full-Auto Fire 3rd action: -6
Critical: 20/×2
Damage: 1d4; +1 against Shield HP (multiplied on a critical hit); -1 against Plating (not multiplied on a critical hit)

POWER STATISTICS

Tech Points: 9

Incinerate rank 2
Damage: 2d8 +1d8 per action in flames
Damage to Plating: +50%
Cooldown: 3 actions *Cost:* 2 tech points

Sabotage rank 1
Will Save DC: 14 *Duration:* 1 actions
Cooldown: 4 actions *Cost:* 2 tech points

Disruptor Ammo rank 2
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 10 **Dex:** 18 **Con:** 10 **Int:** 14 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (submachine gun), Extra Techs
Skills: Balance +6, Damping +7, Decryption +7, Electronics +7, Hide +9, Jump +4, Listen +5, Move Silently +9, Repair +4, Spot +5, Tumble +9
Organization: Solitary, pair or band (3 – 10)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

EQUIPMENT

Grenades: 1 grenade
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Omni-Tool

ECLIPSE TROOPER CR 1/2

XP 150
Medium organic (asari) **Class:** Asari Huntress lvl 2
Senses: Listen +3, Spot +3
Initiative: +3
Speed: 35 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10
Shield HP: 15 **Shield HP DR:** 1
HP: 14 (2d8+2) **HP DR:** 2
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +6 (only +2 vs. environmental effects)
Reflex: +11 (only +7 vs. environmental effects)
Will: +0

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3
Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)
One-Shot: +5
Double-Tap: +2
Auto-Fire 1st action: +2
Auto-Fire 2nd action: -1
Full-Auto Fire 1st action: +2
Full-Auto Fire 2nd action: -1
Full-Auto Fire 3rd action: -4
Critical: 20/×2
Damage: 1d4

POWER STATISTICS

Biotic Points: 5 (5 in maintenance from Biotic Enhancement and Barrier)

Warp Ammo rank 1
Damage Bonus: +1 *Damage Bonus vs. flying:* +1
Damage Bonus vs. Barrier: +1

Biotic Enhancement rank 2
Max Str Increase: 1 or 2 (Str in statistics increased by 1)
Max Ref Save: 1 (Ref save in statistics increased by 1)
Max Fort Save: 1 (Fort save in statistics increased by 1)
Max Speed Increase: 5 ft (speed in statistics increased by 5 ft)
Max Skill Bonus: 1 or 2
Cooldown: 5 actions *Cost/Maintenance:* Varies

Barrier rank 1
Damage Reduction: 1 (applied in statistics)
Speed Penalty: 10 ft (applied in statistics)
Detonation Damage: 1d6 *Detonation Radius:* 10 ft
Cost/Maintenance: 1 biotic point *Cooldown:* 3 actions

Overkill rank 2
Times per Encounter: 1 *Duration:* 2 actions
Recoil Penalty: halved *Cooldown:* 3 actions

GENERAL STATISTICS

Str: 11 **Dex:** 16 **Con:** 12 **Int:** 12 **Wis:** 10 **Cha:** 14
Feats: Weapon Focus (assault rifle), Fleet
Skills: Balance +5, Biotics +6, Bluff +4, Diplomacy +5, Intimidate +4, Jump +2, Knowledge (physics) +3, Knowledge (tactics) +3, Listen +3, Spot +3, Tumble +8
Organization: Solitary, pair or band (3 – 10)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

SPECIAL ABILITIES

Melding: DC 13

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Omni-Tool

Eclipse Heavy

Eclipse Heavies are the heavy weapon fire support for the mercenary organization Eclipse. They are exclusively human female. Their role is to cause large amounts of damage to an opposing squad, and they typically stay as far away as possible, letting their allies pin the enemy down while they stay behind cover and unleash their missiles.

Though Eclipse Heavy uses the Scorpion light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors and logo.

ECLIPSE HEAVY CR 2

XP 600
Medium organic (human) **Class:** Engineer lvl 4
Senses: Listen +0, Spot +0
Initiative: +6
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, + 1 dodge), touch 13, flat-footed 10
Shield HP: 19 **Shield HP DR:** 0
HP: 20 (4d6+4) **HP DR:** 1
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +8 (only +4 vs. environmental effects)
Reflex: +7 (only +3 vs. environmental effects)
Will: +4

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3
Space/Reach: 5 ft/5 ft

Weapon: ML-77 Missile Launcher (SA 2, R -2, ammo 6% per shot, 200 ft)

One-Shot: Heavy Weapons check
Double-Tap: Heavy Weapons check -2
Auto-Fire 1st action: Heavy Weapons check -2
Auto-Fire 2nd action: Heavy Weapons check -4
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Damage: 4d6 (1/2 to adjacent creatures)

POWER STATISTICS

Tech Points: 16

AI Hacking rank 3
Radius: 10 ft
Duration: 3 actions
Will Save DC: 16
Cost: 3 tech points
Cooldown: 3 actions

Disruptor rank 3
Will Save DC: 13
Radius: 15 ft
Duration: 3 actions
Daze Duration: 1 action
Cooldown: 6 actions
Cost: 3 tech points

Overload rank 3
Damage to Shields/Synthetics: 4d6
Damage to Organics: 1d8
Stun Duration: 1 action
Will Save DC: 16
Cooldown: 2 actions
Cost: 2 tech points

GENERAL STATISTICS

Str: 13 **Dex:** 14 **Con:** 12 **Int:** 16 **Wis:** 10 **Cha:** 10
Feats: Extra Tech Training (Overload), Skilled (Heavy Weapons, Hide, Move Silently), Improved Initiative, Greater Fortitude , Dodge (from Unique Specialization)
Skills: Balance +4, Damping +10, Decryption +10, Electronics +12, First Aid +7, Hacking +10, Heavy Weapons +10, Jump +3, Knowledge (physics) +9, Knowledge (technology) +9, Medicine +9, Repair +10, Tumble +7
Organization: Solitary, pair or squad (2 – 5)
Advancement: by class
Morality: Paragon +0, Renegade +20
Ability Points: 12

EQUIPMENT

First-Aid Dispenser: 3 Medi-Gel kits
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Omni-Tool

Eclipse Vanguard

Eclipse Vanguards are the biotic and close quarters specialists for the mercenary organization Eclipse. They are exclusively human and asari with the latter being the most predominant due to the asari's naturally increased biotic potential and power. They utilize biotic Barriers and Tech Armor for protection, shotguns for offensive power and also biotic powers such as Warp. The Vanguard's role is to close in and eliminate opponents with sheer force and power.

Though Eclipse Vanguard uses the N-7 light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors and logo.

ECLIPSE VANGUARD CR 3

XP 900
Medium organic (human)
Class: Vanguard lvl 6
Senses: Listen +5, Spot +5
Initiative: +3
Speed: 35 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 30
Shield HP DR: 1
HP: 45 (6d8+12+3)
HP DR: 2
Fortitude: +9 (only +6 vs. environmental effects)
Reflex: +10 (only +7 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +4/+4
Space/Reach: 5 ft/5 ft

Weapon: M-27 Scimitar (A 2, R -5, ammo 8, 25 ft)
One-Shot: +8
Double-Tap: +3
Auto-Fire 1st action: +3
Auto-Fire 2nd action: -2
Full-Auto Fire 1st action: +3
Full-Auto Fire 2nd action: -2
Full-Auto Fire 3rd action: -7
Critical: 20/×2
Damage: 1d10; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Biotic Points: 17 (6 in maintenance from Biotic Enhancement and Barrier)

Biotic Enhancement rank 3
Max Speed Increase: 5 ft (speed in statistics increased by 5 ft)
Max Str Increase: 1 or 2 (Str in statistics increased by 1)
Max Dex Increase: 1 (Dex in statistics increased by 1)
Max Fort Save: 1 or 2 (Fort save in statistics increased by 2)
Max Ref Save: 1 or 2
Max Skill Bonus: 1, 2 or 3
Cooldown: 5 actions
Cost/Maintenance: Varies

Warp Ammo rank 4
Damage Bonus: +2
Damage Bonus vs. flying: +2
Damage Bonus vs. Barrier: +2

Barrier rank 1
Damage Reduction: 1 (applied in statistics)
Speed Penalty: 10 ft (applied in statistics)
Detonation Damage: 1d6

Detonation Radius: 10 ft
Cooldown: 3 actions
Cost/Maintenance: 1 biotic point

Biotic Charge rank 3
Fortitude Save DC: 16
Range: 60 ft
Fly Distance: 10 ft
Shield HP Restored: 0
Damage: 4d6
Cost: 3 biotic points
Cooldown: 2 actions

Biotic Nova rank 3
Fortitude Save DC: 16
Throw Distance: +5 ft
Damage: 4d6
Radius: 15 ft
Cost: 5 biotic points
Cooldown: 3 actions

Throw rank 1
Fortitude Save DC: 16
Cost: 1 biotic point
Thrown Distance: 10 ft
Cooldown: 2 action
Damage: 2d6

GENERAL STATISTICS

Str: 11 **Dex:** 16 **Con:** 14 **Int:** 12 **Wis:** 10 **Cha:** 14
Feats: Extra Biotic Training (Biotic Nova), Extra Biotic Training (Biotic Nova), Extra Biotic Training (Biotic Nova), Fleet, Iron Will (from Unique Specialization)
Skills: Balance +7, Biotics +10, Bluff +8, Diplomacy +5, Disguise +4, Intimidate +10, Jump +8, Knowledge (physics) +6, Knowledge (tactics) +6, Listen +5, Spot +5, Tumble +9
Organization: Solitary, pair or squad (2 – 4)
Advancement: by class
Morality: Paragon +0, Renegade +30
Ability Points: 13

SPECIAL ABILITIES

Melding: DC 15
Shield Boost: 1/encounter, the Eclipse Vanguard can spend 1 action to regenerate 16 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Armor: N7 Light Armor (Chect - +1 HP per 2 lvls)
Omni-Tool: +1 bonus to attack with shotguns
Solaris Amp L3-II: +2 Biotic Points

ECLIPSE VANGUARD CR 3

XP 900
Medium organic (asari)
Class: Vanguard lvl 6
Senses: Listen +5, Spot +5
Initiative: +3
Speed: 35 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 30
Shield HP DR: 1
HP: 45 (6d8+12+3)
HP DR: 2
Fortitude: +9 (only +6 vs. environmental effects)
Reflex: +10 (only +7 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +4/+4
Space/Reach: 5 ft/5 ft

Weapon: M-15 Vindicator + Recoil Damper (B 3, R -4, ammo 24, 70 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +1
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6

POWER STATISTICS

Biotic Points: 17 (6 in maintenance from Biotic Enhancement and Barrier)

Warp Ammo rank 4
Damage Bonus: +2
Damage Bonus vs. flying: +2
Damage Bonus vs. Barrier: +2

Biotic Enhancement rank 3
Max Str Increase: 1 or 2 (Str in statistics increased by 1)
Max Dex Increase: 1 (Dex in statistics increased by 1)
Max Fort Save: 1 or 2 (Fort save in statistics increased by 2)
Max Ref Save: 1 or 2
Max Skill Bonus: 1, 2 or 3
Max Speed Increase: 5 ft (speed in statistics increased by 5 ft)
Cooldown: 5 actions
Cost/Maintenance: Varies

Barrier rank 1
Damage Reduction: 1 (applied in statistics)
Speed Penalty: 10 ft (applied in statistics)
Detonation Damage: 1d6
Detonation Radius: 10 ft
Cooldown: 3 actions
Cost/Maintenance: 1 biotic point

Overkill rank 4 (Duration)
Times per Encounter: 1
Duration: 4 actions
Recoil Penalty: halved
Cooldown: 3 actions

Warp rank 3
Damage: 3d8+2
Range: 60 ft
Detonation Radius: 5 ft
Cooldown: 2 actions
Cost: 3 biotic points

Pull rank 1
Fortitude Save DC: 14
Duration: 2 actions
Fly Distance: 10 ft
Cost: 2 biotic points
Horizontal *Distance:* 5 ft
Cooldown: 2 actions

Throw rank 2
Fortitude Save DC: 16
Cost: 1 biotic point
Thrown Distance: 15 ft
Cooldown: 2 actions
Damage: 2d6

GENERAL STATISTICS

Str: 11 **Dex:** 16 **Con:** 14 **Int:** 12 **Wis:** 12 **Cha:** 14

Feats: Weapon Focus (assault rifle), Extra Biotic Training (Warp), Extra Biotic Training (Pull), Fleet, Iron Will (from Unique Specialization)

Skills: Balance +5, Biotics +10, Bluff +7, Diplomacy +7, Disguise +4, Intimidate +7, Knowledge (physics) +6, Knowledge (tactics) +6, Listen +5, Spot +5, Tumble +8

Organization: Solitary, pair or squad (2 – 4)

Advancement: by class

Morality: Paragon +0, Renegade +30

Ability Points: 13

SPECIAL ABILITIES

Melding: DC 15

Shield Boost: 1/encounter, the Eclipse Vanguard can spend 1 action to regenerate 16 points of the armor's Shields.

This ability has a cooldown of 10 actions.

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Armor: N7 Light Armor (Chect - +1 HP per 2 lvls)

Omni-Tool

Solaris Amp L3-I: +2 Biotic Points

Eclipse Engineer

Eclipse Engineers are the tech specialists for the mercenary organization Eclipse. They are exclusively human and salarian. They possess shielding and are capable of using the tech abilities, such as Incinerate and Combat Drone, to strip away defenses and creating extra threats to deal with.

Though Eclipse Engineer uses the Rosenkov light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors and logo.

ECLIPSE ENGINEER CR 4

XP 1.200

Medium organic (human) **Class:** Engineer lvl 7

Initiative: +3 **Senses:** Listen +11, Spot +11

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11

Shield HP: 30 **Shield HP DR:** 1

HP: 34 (7d6+7) **HP DR:** 1

Fortitude: +6 (only +3 vs. environmental effects)

Reflex: +8 (only +5 vs. environmental effects)

Will: +6

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4

Space/Reach: 5 ft/5 ft

Weapon: M-6 Carnifex (SA 1, R -3, ammo 6, 50 ft)

One-Shot: +8

Double-Tap: +5

Auto-Fire 1st action: +5

Auto-Fire 2nd action: +2

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×3

Damage: 1d12; +1 vs Plating

POWER STATISTICS

Tech Points: 28 (4 in maintenance from Tech Armor)

Overload rank 3

Damage to Shields/Synthetics: 4d6 *Stun Duration:* 1 action

Damage to Organics: 1d8 *Will Save DC:* 18

Cooldown: 3 actions *Cost:* 2 Tech points

Combat Drone rank 4 (Shield &Attack)

Drone Defense: 19 *Drone Attack:* +9

Drone Shield HP: 40 *Attack Range:* 30 ft

Drone Damage: 4d6 *Cost:* 3 Tech points

Cooldown: 4 actions

Cryo Blast rank 3

Fortitude Save DC: 18 *Duration:* 1 action

Speed Reduction: 10 ft *Radius:* Adjacent

Cooldown: 4 actions *Cost:* 3 tech points

Incinerate rank 3

Damage: 3d8 +1d8 per action in flames

Damage to Plating: +50%

Cooldown: 4 actions *Cost:* 2 Tech points

Tech Armor rank 4 (Durability)

Shield Increase: +40% (applied in statistics)

Cooldown Increase: 2 actions (applied in statistics)

Shield HP DR gained: 1 (applied in statistics)

Fortitude Save DC: 18

Explosion Radius: 15 ft *Cooldown:* 3 actions

Explosion Damage: 3d6 *Cost:* 4 Tech points

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 12 **Int:** 16 **Wis:** 12 **Cha:** 10

Feats: Simple Tech Training (Tech Armor), 3× Extra Tech Training (Tech Armor), Extra Tech Training (Cryo Blast), Weapon Focus (pistol), Extra Tech Training (Overload) (from Unique Specialization)

Skills: Damping +13, Decryption +13, Electronics +15, First Aid +11, Hacking +13, Knowledge (physics) +8, Knowledge (technology) +13, Listen +11, Medicine +8, Repair +15, Spot +11

Organization: Solitary, pair or squad (2 – 4)

Advancement: by class

Morality: Paragon +0, Renegade +35
Ability Points: 14

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Eclipse Engineer can spend 1 action to regenerate 17 points of the armor's Shields.
This ability has a cooldown of 10 actions..

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Armor: Rosenkov Light Armor (reduce cooldown of Biotic, Tech and Combat powers by 1) + Shield Battery I (+10% base armor Shield HP)
Omni-Tool: +1 attack bonus with Pistols
First-Aid Dispenser: 3 Medi-Gel kits

ECLIPSE ENGINEER CR 4

XP 1.200
Medium organic (salarian)
Class: Salarian Scientist lvl 7
Senses: Listen +0, Spot +0
Initiative: +4
Speed: 35 ft, swim 20 ft

DEFENSE STATISTICS

Defense: 15 (+4 Dex, +1 from BAB), touch 15, flat-footed 11
Shield HP: 30
Shield HP DR: 1
HP: 34 (7d6+7)
HP DR:
Fortitude: +6 (only +3 vs. environmental effects)
Reflex: +9 (only +6 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4
Space/Reach: 5 ft/5 ft

Weapon: M-6 Carnifex (SA 1, R -3, ammo 6, 50 ft)
One-Shot: +9
Double-Tap: +6
Auto-Fire 1st action: +6
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 1d12; +1 vs Plating

POWER STATISTICS

Tech Points: 35 (4 in maintenance from Tech Armor)

Neural Shock rank 3
Will Save DC: 19
Duration: 2 actions
Cost: 3 tech points
Cooldown: 4 actions

Overload rank 3
Damage to Shields/Synthetics: 4d6
Stun Duration: 1 action
Damage to Organics: 1d8
Will Save DC: 18
Cooldown: 3 actions
Cost: 2 tech points

Cryo Blast rank 3
Fortitude Save DC: 18
Duration: 1 action
Speed Reduction: 10 ft
Radius: Adjacent
Cooldown: 4 actions
Cost: 3 tech points

Incinerate rank 3
Damage: 3d8 +1d8 per action in flames
Damage to Plating: +50%
Cooldown: 4 actions
Cost: 2 tech points

Tech Armor rank 4 (Durability)
Shield Increase: +40% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 18
Explosion Radius: 15 ft
Cooldown: 3 actions
Explosion Damage: 3d6
Cost: 4 tech points

GENERAL STATISTICS

Str: 10 **Dex:** 18 **Con:** 12 **Int:** 18 **Wis:** 10 **Cha:** 10
Feats: Simple Tech Training (Tech Armor), 2× Extra Tech Training (Tech Armor), Extra Tech Training (Cryo Blast), Open Minded, Weapon Focus (pistol), Extra Tech Training (Overload) (from Unique Specialization)
Skills: Balance +6, Decryption +9, Electronics +16, First Aid +10, Gather Information +2, Hacking +14, Jump +4, Knowledge (biology) +14, Knowledge (business) +9, Knowledge (current events) +9, Knowledge (physics) +9, Knowledge (space) +9, Knowledge (streetwise) +9, Knowledge (tactics) +9, Medicine +16, Repair +16, Tumble +9
Organization: Solitary, pair or squad (2 – 4)
Advancement: by class
Morality: Paragon +0, Renegade +35
Ability Points: 14

SPECIAL ABILITIES

Emergency First Aid: Medi-gel can be used with a 1 action, instead of a full-round action.

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Armor: Rosenkov Light Armor (reduce cooldown of Biotic, Tech and Combat powers by 1) + Shield Battery I (+10% base armor Shield HP)
Omni-Tool: +1 attack bonus with Pistols
First-Aid Dispenser: 4 Medi-Gel kits

Eclipse Operative

Eclipse Operatives possess all the abilities of Eclipse Engineers, but aremore durable. They are equipped with a M-9 Tempest allowing them to destroy shields and barriers with ease. They also utilize Combat Drones and Incinerate, which provide considerable fire support, as well as helping to remove enemies from cover.

Though an Eclipse Operative uses the Colossus light armor, the armor's colors are different, employing the Eclipse Mercenary Band colors.

ECLIPSE OPERATIVE CR 6

XP 2.400
Medium organic (salarian)
Class: Salarian Scientist lvl 9
Senses: Listen +0, Spot +0
Initiative: +4
Speed: 35 ft, swim 20 ft

DEFENSE STATISTICS

Defense: 15 (+4 Dex, +1 from BAB), touch 15, flat-footed 11
Shield HP: 67
Shield HP DR: 1
HP: 43 (9d6+9)
HP DR: 1
Fortitude: +9 (only +6 vs. environmental effects)
Reflex: +10 (only +7 vs. environmental effects)
Will: +6

OFFENSE STATISTICS

Base Attack/Grapple: +4/+4
Space/Reach: 5 ft/5 ft

Weapon: M-9 Tempest + SMG Scope I + Laser Sight (A 10, R -4, ammo 50, 40 ft)
One-Shot: +11
Double-Tap: +7
Auto-Fire 1st action: +7
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: +7
Full-Auto Fire 2nd action: +3
Full-Auto Fire 3rd action: -1
Critical: 20/×2
Damage: 1d4; +1 against Shield HP (multiplied on a critical hit); -1 against Plating (not multiplied on a critical hit)

POWER STATISTICS

Tech Points: 45 (4 in maintenance from Tech Armor)

Combat Drone rank 4 (Shield&Attack) [Unique Spec.]
Drone Defense: 19
Drone Attack: +12
Drone Shield HP: 40
Attack Range: 30 ft
Drone Damage: 4d6
Cost: 3 Tech points
Cooldown: 4 actions

Neural Shock rank 3
Will Save DC: 20
Duration: 2 actions
Cost: 3 tech points
Cooldown: 4 actions

Overload rank 3
Damage to Shields/Synthetics: 4d6
Stun Duration: 1 action
Damage to Organics: 1d8
Will Save DC: 20
Cooldown: 3 actions
Cost: 2 tech points

Cryo Blast rank 3
Fortitude Save DC: 20
Duration: 1 action
Speed Reduction: 10 ft
Radius: Adjacent
Cooldown: 4 actions
Cost: 3 tech points

Incinerate rank 3
Damage: 3d8 +1d8 per action in flames
Damage to Plating: +50%
Cooldown: 4 actions
Cost: 2 tech points

Tech Armor rank 4 (Durability)
Shield Increase: +40% (applied in statistics)
Cooldown Increase: 2 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 18
Explosion Radius: 15 ft
Cooldown: 3 actions
Explosion Damage: 3d6
Cost: 4 tech points

GENERAL STATISTICS

Str: 10 **Dex:** 18 **Con:** 12 **Int:** 18 **Wis:** 10 **Cha:** 10
Feats: Simple Tech Training (Tech Armor), 2× Extra Tech Training (Tech Armor), Extra Tech Training (Cryo Blast), Open Minded, Weapon Focus (submachine gun), Greater Fortitude , Extra Tech Training (Overload) (from Unique Specialization)
Skills: Balance +6, Decryption +9, Electronics +18, First Aid +12, Gather Information +2, Hacking +16, Intimidate +8, Investigate +5, Jump +4, Knowledge (behavior sciences) +5, Knowledge (biology) +16, Knowledge (business) +9, Knowledge (current events) +9, Knowledge (physics) +9, Knowledge (space) +9, Knowledge (streetwise) +9, Knowledge (tactics) +9, Medicine +18, Repair +16, Search +9, Tumble +16
Organization: Solitary or pair
Advancement: by class
Morality: Paragon +0, Renegade +40
Ability Points: 14

SPECIAL ABILITIES

Emergency First Aid: Medi-gel can be used with a 1 action, instead of a full-round action.

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Armor: Colossus Light Armor + Shield Battery I (+10% base armor Shield HP)
Omni-Tool: +1 attack bonus with Submachine guns, reduce cooldown of tech powers by 1 action (minimum of 1 action)
First-Aid Dispenser: 4 Medi-Gel kits

Eclipse Commando

Eclipse Commandos are the elite soldiers of the mercenary organization, Eclipse. They are asari commandos who are carrying out mercenary work. Their training, skill experience and biotic abilities make them some of the finest individual warriors in the galaxy and among the toughest organic enemies faced in the game.

Though an Eclipse Commando uses the Rosenkov medium armor, the armor's colors are different, employing the Blue Suns Mercenary Band colors and logo.

ECLIPSE COMMANDO CR 9

XP 7.200
Medium organic (asari) **Class:** Asari Huntress lvl 12
Senses: Listen +6, Spot +6
Initiative: +3
Speed: 35 ft

DEFENSE STATISTICS

Defense: 17 (+4 Dex, +3 from BAB), touch 17, flat-footed 13
Shield HP: 64 **Shield HP DR:** 7
HP: 81 (12d8+24) **HP DR:** 9
Regenerative Abilities: Shield HP 1 per action
Fortitude: +10 (only +8 vs. environmental effects)
Reflex: +18 (only +16 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +9/+11
Space/Reach: 5 ft/5 ft

Weapon: M-37 Falcon + Recoil Damper + Laser Dot (A 1, R -3, ammo 4, 60)
One-Shot: +15
Double-Tap: +13
Auto-Fire 1st action: +13
Auto-Fire 2nd action: +2.
Full-Auto Fire 1st action: +13
Full-Auto Fire 2nd action: +10
Full-Auto Fire 3rd action: +7
Critical: 20/×3
Damage: 2d6; creatures adjacent to target must make Reflex save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Biotic Points: 42 (22 in maintenance from Biotic Enhancement and Barrier)
Tech Points: 5 (5 in maintenance from Tech Armor)

Warp Ammo rank 4
Damage Bonus: +2 *Damage Bonus vs. flying:* +2
Damage Bonus vs. Barrier: +2

Overkill rank 5 (Duration, Improved Duration)
Times per Encounter: 1 *Duration:* 5 actions
Recoil Penalty: halved *Cooldown:* 3 actions

Biotic Enhancement rank 6 (Smoothing Field, Agility Synergy, Agility Power)
Max Speed Increase: 5, 10 or 15 ft (speed in statistics increased by 15 ft)
Max Str Increase: 1 or 2 (Str in statistics increased by 2
Max Dex Increase: 1, 2 or 3 (Dex in statistics increased by 3)
Max Fort Save: 1 or 2 (Fort save in statistics increased by 2)
Max Ref Save: 1, 2, 3 or 4 (Ref save in statistics increased by 4)
Max Skill Bonus: 1, 2, 3, 4 or 5 (skills in statistics increased by 5)
Cooldown: 5 actions *Cost/Maintenance:* Varies

Barrier rank 6 (Improved Barrier Strength, Shield Recharge, Greater Barrier Strength)
Damage Reduction: 3 (applied in statistics)
Speed Penalty: 10 ft (applied in statistics)
Detonation Damage: 2d6+1 *Detonation Radius:* 10 ft
Cost/Maintenance: 3 biotic point *Cooldown:* 3 actions
Special: Shields recharge at a rate of 1 point per action (in statistics)

Fortification rank 6 (Durability, Power Synergy, Lighter Currents)
Times per Encounter: 1 *Speed Reduction:* None
DR Bonus: 2 (applied in statistics)
Cooldown Increase: 1 action (applied in statistics)
Melee Damage Bonus: +2d6 *Cooldown:* 3 actions

Warp rank 6 (Damage, Improved Damage, Recharge Speed)
Damage: 6d8+3 *Range:* 60 ft
Detonation Radius: 5 ft *Cost:* 4 biotic points
Cooldown: 1 action

Tech Armor rank 6 (Durability, Improved Durability, Power Recharge) [Unique Spec.]
Shield Increase: +50% (applied in statistics)
Cooldown Increase: 1 actions (applied in statistics)
Shield HP DR gained: 1 (applied in statistics)
Fortitude Save DC: 18
Explosion Radius: 15 ft *Cooldown:* 3 actions
Explosion Damage: 3d6 *Cost:* 5 tech points

GENERAL STATISTICS

Str: 15 **Dex:** 18 **Con:** 14 **Int:** 12 **Wis:** 12 **Cha:** 16
Feats: Extra Techs, Skilled (Electronics, Hide, Move Silently), Medium Armor Proficiency, 2× Extra Combat Training (Overkill), 2× Extra Biotic Training (Warp)
Skills: Balance +11, Biotics +16, Bluff +17, Diplomacy +12, Disguise +10, Electronics +16, Gamble +8, Gather Information +8, Intimidate +20, Jump +6, Knowledge (physics) +6, Knowledge (tactics) +6, Listen +6, Move Silently +9, Perform +8, Spot +6, Tumble +15
Organization: Solitary
Advancement: by class
Morality: Paragon +0, Renegade +50
Ability Points: 14

SPECIAL ABILITIES

Melding: DC 19

EQUIPMENT

Armor: Rosenkov Medium Armor (reduce cooldown of Biotic, Tech and Combat powers by 1) + Shield Battery I (+10% base armor Shield HP) + Shield Strength Modulator I (Shields Gain DR 1)

Stim-Pack: Mind Focusing Drugs (+2 Attack bonus)
Stim-Pack: Greater Reflex Enhancing (+2 Defense bonus)
Omni-Tool: +1 attack bonus with assault rifles, +1 Tech point
Gravity Boots
Bionic Implant Port: Bionic-Amplifier (+2 Constitution)
Unity Amp UA3: Reduce cooldown of biotic powers by 1 action (minimum of 1 action)

CAT6 Mercenaries

CAT6 is a private military corporation that takes its name from "Category 6", the term used for soldiers who are dishonorably discharged from the Systems Alliance. CAT6 members are known to have extensive criminal records and histories of steroid abuse.

CAT6 mercenaries are highly trained, not just because to compensate they small numbers. They are unscrupulous and many are psychologically unstable, or at the very least with serious sociopathic tendencies.

Near the end of the War with the Reapers, the entire organization was hired by Maya Brooks, an ex-cerberus operative, to kill Commander Shepard and replace him with a Clone. The real Commander Shepard eventually stopped this attempt and delivered a huge blow to the mercenary organization, greatly reducing their numbers.

CAT6 Specialist

The most common soldier in the CAT6 military organization, the Specialist isn't equipped to be durable. Rather, he's equipped to harass the enemy, flush him out of cover and take him out as fast as possible.

CAT6 SPECIALIST CR 6

XP 2.400
Medium organic (human) **Class:** Soldier lvl 9
Senses: Listen +6, Spot +6
Initiative: +3
Speed: 25 ft (30 ft base, -5 from carrying load)

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +3 from BAB, -1 from load), touch 15, flat-footed 12
Shield HP: 90 **Shield HP DR:** 0
HP: 72 (9d10+18) **HP DR:** 2
Regenerative Abilities: Shield HP 2 per action
Fortitude: +10 (only +8 vs. environmental effects)
Reflex: +8 (only +6 vs. environmental effects)
Will: +6

OFFENSE STATISTICS

Base Attack/Grapple: +9/+11
Space/Reach: 5 ft/5 ft

Weapon: M-99 Saber (SA 1, R -4, ammo 8, 100 ft)
One-Shot: +14
Double Tap: +10
Auto-Fire 1st action: +10
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 19-20/×2
Reload Time: 1 action
Damage: 1d12 +1 (from armor)

Weapon: M-9 Tempest II (A 10, R -4, ammo 54, 40 ft)
One-Shot: +14
Double Tap: +10
Auto-Fire 1st action: +10
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: +10
Full-Auto Fire 2nd action: +6
Full-Auto Fire 3rd action: +2
Critical: 20/×2
Damage: 1d4+1 (1 from armor, 1 from variant); +1 against Shield HP (multiplied on a critical hit); -1 against Plating (not multiplied on a critical hit);

POWER STATISTICS

Bullet Rain rank 5 (Stability Synergy, Duration)
Times per Encounter: 1 *RoF increase:* +1
Duration: 4 actions *Recoil Reduction:* -2
Cooldown: 4 actions (+1 from carrying load)

Overkill rank 5 (Faster Reload, Improved Duration)
Times per encounter: 1 *Duration:* 4 actions
Recoil penalty: halved *Cooldown:* 4 actions
Special: While Overkill lasts, reload time of assault rifles is reduced to 1 free action.

Adrenaline Rush rank 4 (Time Dilation)
Bonus to Attack Rolls: Wisdom mod
Bonus to Reflex saves: Wisdom mod
Cooldown: 4 actions
Duration: 2 actions *Times per encounter:* 2
Special: Attacks have crit threat range increased by 1

GENERAL STATISTICS

Str: 15 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10
Feats: Weapon Proficiency (submachine gun), Point Blank Shot, Precise Shooting, Quick Reload, Weapon Focus (assault rifle), Improved Weapon Focus (assault rifle), Weapon Focus (submachine gun), Iron Will [from Unique Specialization],

Improved Weapon Focus (submachine gun) [from Unique Specialization]

Skills: Balance +2, Electronics +3, Intimidate +5, Jump -4, Knowledge (tactics) +5, Listen +6, Repair +5, Spot +6, Tumble +5; load check penalty -3

Organization: Solitary

Advancement: by class

Morality: Paragon +0, Renegade +25

Ability Points: 12

SPECIAL ABILITIES

Improved Shield Boost: 1/encounter, the CAT6 Specialist can spend 1 action to regenerate 28 points of the armor's Shields.

This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 2 grenades

Disruption Drones: 1 disruption drone

Omni-Tool

Armor: Ajax Medium Armor (Carries 4 extra thermal clips; shields regenerate at a rate of 1 point per action; Biotic, Combat and Tech powers deal 10% extra damage (round normally); deal 1 extra damage per shot; melee attacks deal +1 extra damage) + Shield Regenerator (Shields regenerate at a rate of 1 point per action)

Gravity Boots

Nightvision Goggles

Jump Packs

CAT6 Heavy

Equipped with heavy armor, an omni-shield and a M-76 Revenant, the Heavies of the CAT6 military organization are deadly and extremely durable foes. They make up the top squads and are usually in charge of other units.

CAT6 HEAVY CR 9

XP 7.200

Medium organic (human) **Class:** Soldier lvl 12

Senses: Listen +6, Spot +6

Initiative: +3

Speed: 25 ft (30 ft base, -5 from carrying load)

DEFENSE STATISTICS

Defense: 16 (+3 Dex, +4 from BAB, -1 from load), touch 16, flat-footed 13

Shield HP: 120 **Shield HP DR:** 0

HP:100 (12d10+24+6) **HP DR:** 4

Regenerative Abilities: Shield HP 2 per action

Fortitude: +10 **Reflex:** +7 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +12/+15

Space/Reach: 5 ft/5 ft

Weapon: M-76 Revenant II (A 6, R -5, ammo 60, 70 ft)

One-Shot: +15

Double Tap: +10

Auto-Fire 1st action: +10

Auto-Fire 2nd action: +5

Full-Auto Fire 1st action: +10

Full-Auto Fire 2nd action: +5

Full-Auto Fire 3rd action: +0

Critical: 19-20/×2

Reload Time: 1 free action

Damage: 1d6+2 (1 from armor, 1 from variant); +1 when used against surprised targets (multiplied on a critical hit)

POWER STATISTICS

Overkill rank 5 (Duration, Improved Duration)

Times per encounter: 1 *Duration:* 5 actions

Recoil penalty: halved *Cooldown:* 4 actions

Special: While Overkill lasts, reload time of assault rifles is reduced to 1 free action.

Adrenaline Rush rank 4 (Time Dilation)

Bonus to Attack Rolls: Wisdom mod *Duration:* 2 actions

Bonus to Reflex saves: Wisdom mod *Cooldown:* 4 actions

Times per encounter: 2

Special: While this power lasts, attacks have crit threat range increased by 1

Disruptor Ammo rank 3

Damage Bonus: +2 *Stun Duration:* 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 3

Damage Bonus: +2

Reflex Save DC: 12 + 1 per successful shot of current action

Cryo Ammo rank 3

Chilled Speed Reduction: 5 ft *Chilled Duration:* 2 actions

Chance: 20% + 2% per successful shot of current action

Fortitude Save DC: 14 + 1 per successful shot of current action

GENERAL STATISTICS

Str: 16 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10

Feats: Weapon Focus (assault rifle), Improved Weapon Focus Assault Rifle, Point Blank Shot, Precise Shooting, Coordinated Shot, Quick Reload, Quick Draw, Improved Critical (assault rifle), Instant Reload [Unique Specialization], Close Contact Shooting [Unique Specialization], Improved Close Contact Shooting [Unique Specialization]

Skills: Balance +12, Climb +2, Intimidate +7, Jump +2, Knowledge (tactics) +5, Listen +6, Repair +8, Spot +6; load check penalty -3

Organization: Solitary

Advancement: by class

Morality: Paragon +0, Renegade +35

Ability Points: 12

SPECIAL ABILITIES

Improved Shield Boost: 1/encounter, the CAT6 Specialist can spend 1 action to regenerate 34 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Omni-Tool: Omni-Shield
Armor: N7 Defender Heavy Armor (+1 HP per 2 levels; each shot deals +1 extra damage; carries 3 extra Thermal Clips) + Energized Weave (Shields regenerate at a rate of 2 point per action)
Gravity Boots
Nightvision Goggles
Jump Packs

CAT6 Sniper

The most common soldier in the CAT6 military organization, the Specialist isn't equipped to be durable. Rather, he's equipped to harass the enemy, flush him out of cover and take him out as fast as possible.

CAT6 SNIPER CR 6

XP 2.400
Medium organic (human) **Class:** Infiltrator lvl 9
Senses: Listen +10, Spot +10
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12
Shield HP: 45 **Shield HP DR:** 0
HP: 45 (9d8+9) **HP DR:** 1
Regenerative Abilities: Shield HP 2 per action
Fortitude: +7 (only +4 vs. environmental effects)
Reflex: +12 (only +9 vs. environmental effects)
Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +6/+7
Space/Reach: 5 ft/5 ft

Weapon: M-29 Incisor II + Scram Rail + Laser Dot (B 1, R -3, ammo 15, 160 ft)
One-Shot: N/A
Double Tap: N/A
Auto-Fire 1st action: +9
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 3d4+8 (1 from variant, 3 from mod)

POWER STATISTICS

Tech Points: 17

Assassination rank 6 (Recharge Speed, Precision, Accuracy)
Times per Encounter: 2 *Cooldown:* 4 actions
Critical Threat Range: +4 *Duration:* 3 actions

Tactical Cloak rank 5 (Damage, Recharge)
Damage Bonus: +2 (+2d6 with sniper; +2d6 with melee)
Duration: 5 actions *Cost:* 5 tech points
Cooldown: 1 action

Disruptor Ammo rank 5 (Damage, Stun)
Damage Bonus: +3 *Stun Duration:* 1 action
Fortitude Save DC: 14 + 1 per successful shot of current action

Cryo Ammo rank 4 (Chance)
Chilled Speed Reduction: 5 ft *Chilled Duration:* 2 actions
Chance: 30% + 2% per successful shot of current action
Fortitude Save DC: 14 + 1 per successful shot of current action

GENERAL STATISTICS

Str: 13 **Dex:** 16 **Con:** 12 **Int:** 12 **Wis:** 14 **Cha:** 10
Feats: Point Blank Shot, Extra Techs, Improved Initiative, Precise Shooting, Coordinated Shot, Fast Stabilization, Improved Precise Shooting, Weapon Focus (sniper rifle) [Unique Specialization], Sneak Attack [Unique Specialization]
Skills: Balance +15, Bluff +8, Climb +3, Diplomacy +2, Disguise +0 (+2 to act in character), Electronics +13, Hide +12, Intimidate +3, Jump +8, Knowledge (tactics) +6, Linste +10, Move Silently +12, Piloting +6, Repair +9, Search +6, Spot +10, Survival +2 (+4 to follow tracks), Tumble +11
Organization: Solitary
Advancement: by class
Morality: Paragon +0, Renegade +25
Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 3/encounter, the CAT6 Sniper can spend 1 action to regenerate 19 points of the armor's Shields.
This ability has a cooldown of 10 actions.
Improved Time Slow: Whenever the CAT6 Sniper uses the Aiming action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.
This ability is automatic and acts whenever he uses the Aiming action with a sniper rifle. It lasts 4 actions and provides him a +4 bonus to attack. In addition, while this ability lasts the Critical Threat Range of the sniper rifle the CAT6 Sniper wields increases by 1.

EQUIPMENT

Grenades: 3 smoke grenades
Armor: Colossus Light Armor + Energized Weave

(Shields regenerate at a rate of 2 point per round)

Gravity Boots

Nightvision Goggles

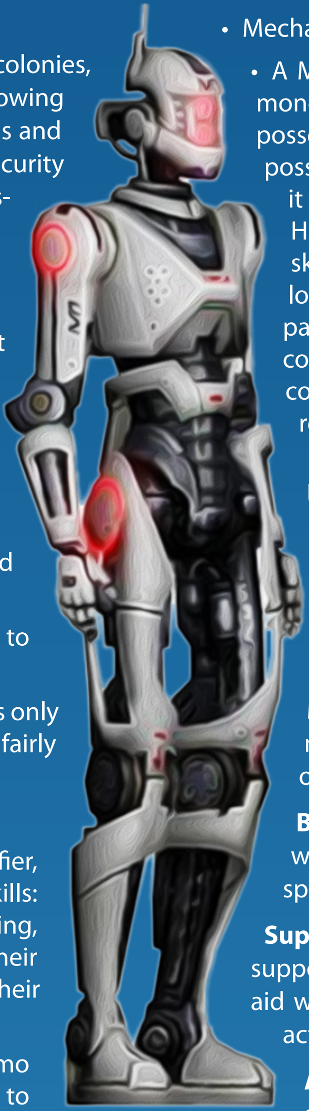
Omni-Tool

Jump Packs

Mechs

Initially used as security detail for small colonies, mechs gained a whole new importance following the battle of the Citadel against Saren Arterius and the Reaper Sovereign. The need for better security details and military squads led to the mass-production of mechs thus making them a common commodity, employed by either military, legal groups or even criminal groups.

Being mechanical units, Mechs have different rules than organics or synthetics:



- Mechanical units do not gain class levels. Instead they gain Mechanical Levels. These levels have a d12 HD, medium BAB, good Fortitude save and bad Reflex and Will saves.
- Once they reach 0 HP, they are considered as being dead.
- All Mechanical units have Plating HP equal to 3×HD.
- The Intelligence score of Mechanicals refers only to the "intellect" of their Vis, which is usually fairly limited.
- Mechanicals gain no Skill Points.
- Mechanicals have a specific skill modifier, equal to their HD, for the following skills: Damping, Decryption, Electronics, Hacking, Heavy Weapons, Piloting, Repair. Their Intelligence modifier is not considered for their skill modifiers (treat it as Int mod +0).
- Mechanical units do not gain feats, ammo proficiencies or ability score increases due to increasing in HD. They, however, can have bonus feats and a character can add special software to mechanical units that effectively grants them feats. The maximum number of additional software a mechanical unit can have is always equal to their Intelligence score.
- Mechanical units are proficient with whatever weapon they possess in their description.
- Mechanical units possess no Charisma score. They cannot use any Charisma-based skill nor can they be target of any Charisma-based skill.
- Mechanical units can be targets of critical hits and sneak attacks but receive a 50% chance or negating them because only their heads are vital spots. Mechanical units, however, have advantages in Instant Kill rolls and only natural results that hit specific limbs or the head affect them, all the others have the same effect as a natural 1 of the Instant Kill roll.
- Mechanical units are immune to poisons and diseases and are far more resistant to radiation effects than organics, gaining a +10 bonus on all checks made against and because of radiation effects.
- Mechanical units do not suffer from fumble effects on attacks, but a natural 1 on an attack roll from a Mechanical unit is still an automatic failure.
- Mechanical units do not gain Renegade nor Paragon points.
- A Mech can be bought by any character with enough money. A LOKI Mech costs 600 credits for each HD it possesses. A FENRIS Mech costs 800 credits for each HD it possesses. An YMIR Mech costs 1200 credits for each HD it possesses. An Atlas Mech costs 5000 credits for each HD. To repair a damage mech all it takes is the Repair skill and a few Repair kits. However, if the mech has lost some body parts, 1/4 of the mech's cost must be paid again in raw materials, in addition to any material components such as Repair kits the Repair skill might consume. The Repair check DC is always 15 for mech repair job.

List of Possible Additional Software for Mechs:

Non-Offensive capabilities: A mech with this software doesn't fight. Not even to defend itself. Reduce the cost of the mech by 50%.

Mining Skill: A mech with this software can operate mining tools and perform mining jobs. Increase cost of mech by 15%.

Butler Functions: A mech with this software can work as a butler. This software also expands the mech's speech ability. Increase cost of a mech by 15%.

Support Mech: A mech with this software can perform support functions in the battlefield, such as provide aid with Medi-Gel or Repair Kits, or use the Aid Another action. Increase the cost of a mech by 20%.

Advanced Targeting Software: A mech with this software has greater targeting skills, gaining a +1 bonus on all attack rolls. Increase cost of the mech by 15%.

Advanced Processing: A mech with this software has +1 additional HP per mech's HD. Increase mech cost by 15%.

Bonus Feat: A mech can have a certain feat as a bonus feat, for as long as he meets the prerequisites for that feat. Increase the mech's cost by 15%.

Advanced Skill Software: A mech with this software gains a +1 bonus on a specific skill modifier. Increase mech's cost by 100 credits for each +1 modifier.

No mech can gain more than +10 bonus with this software. A single software can provide more than a +1 bonus

LOKI Mech

The Hahne-Kedar-manufactured LOKI Mech is a bipedal humanoid security robot designed for security detail and guard duty in locations where manpower is an issue, or where the use of organics for "around the clock" shifts is unfeasible. Initially used exclusively by the Alliance for colony guard duty, the LOKI Mech came into new use following the Battle of the Citadel in 2183. Numerous civilian and military sector units saw staggering losses from Sovereign's attack and incidents involving the rogue Spectre Saren Arterius. The Mechs have long seen use in groups on the shiftier side of the law when raw manpower is needed. Eclipse Mercenaries make extensive use of them, typically as expendable assault units. They are also used by Blue Suns mercs, who typically deploy them for added security detail when needed.

While inexpensive and relatively basic as far as security units go, LOKI Mechs have a number of interesting features. They possess a basic personality suite and are easily programmed for various security tasks, and can be equipped with any of numerous weapon systems – both lethal and non-lethal – as circumstances dictate. A LOKI Mech that switches to its security protocols is easily identified; the dual "eye" on the unit turns from white to red. One purchaser may have LOKI Mechs simply hedge pedestrians out of a restricted area or sound alarms if necessary; others may use non-lethal weapons such as suppression fields or stun weapons. In high-security areas, LOKI Mechs are given firearms – usually a Heavy Pistol or Submachine Gun – and given orders to shoot on sight any who enter an area without security clearance. Eclipse Mercenary units are notorious for tweaking the protocol of LOKI Mechs and using them as expendable soldiers.

The low cost and versatility of these Mechs is what appeals to consumers in both the military and private sector. They can be given a variety of different weapons – an appealing trait to a commander on a budget. They also feature a small electroshock weapon, similar to the one used by the FENRIS Mech, which is employed at close-range to discourage melee attackers. This weapon can be set to either deliver a stunning or lethal dosage of electrical current, depending on what the owner desires.

Additionally, LOKI Mechs are easily networked to simultaneously deliver orders to many units, either other LOKI Mechs, FENRIS Mechs or YMIR Mechs. Their programming is quite simple, with an IFF marker allowing even relatively inexperienced operators to set up a LOKI Mech unit. This is advantageous on frontier worlds, where these units are often deployed.

Unfortunately, this simplicity is a limitation as well; LOKI Mechs are incapable of any complex tactics, never seek cover during a firefight, and their civilian-grade firewalls are insufficient to deal with modern hacking, allowing their programs to be easily overridden and turned upon their owners. Moreover, their accuracy and efficiency in regards to ammo usage is questionable at best; in no way is a LOKI Mech the equivalent of a trained soldier in a firefight. Because of this, LOKI Mechs assigned to a high-security location or used offensively are typically deployed in overpowering numbers, or as a counterpart to another force.

LOKI Mechs can also be programmed to speak pre-recorded phrases when needed, though this can have adverse effects. A LOKI Mech in combat will casually advise intruders to leave the area, even while firing at them. Many who have fought with or beside these mechs find this tendency deeply unnerving.

As previously stated, LOKI Mechs are simplistic. They are incapable of any complex tactics and never seek cover during a firefight.

LOKI Mechs have two weapons in their offense statistics but that is only because the mech can be produced in two varieties: one wielding a pistol, another wielding a submachine gun. In reality, each LOKI Mech only possesses one of those weapons.

LOKI MECH CR 1/3

XP 100

Medium mechanical

Senses: Listen +4, Spot +4, Nightvision 60 ft

Initiative: +4

Speed: 15 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex), touch 14, flat-footed 10

Plating HP: 12 (3×HD+3) **Plating HP DR:** 0

HP: 34 (3d12+9) **HP DR:** 0

Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.

Immunities: poison and disease

Fortitude: +6 **Reflex:** +5 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +2/+2

Space/Reach: 5 ft/5 ft

Weapon: M-3 Predator (SA 2, R -2, ammo 15, 30 ft)

One-Shot: +7

Double-Tap: +5

Auto-Fire 1st action: +5

Auto-Fire 2nd action: +3

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 19-20/×2

Damage: 1d6

Weapon: M-9 Tempest (A 10, R -4, ammo 50, 40 ft)

One-Shot: +7

Double-Tap: +3

Auto-Fire 1st action: +3

Auto-Fire 2nd action: -1

Full-Auto Fire 1st action: +3

Full-Auto Fire 2nd action: -1

Full-Auto Fire 3rd action: -5

Critical: 19-20/×2

Damage: 1d4; +1 against Shield HP (multiplied on a critical hit); -1 against Plating (not multiplied on a critical hit)

GENERAL STATISTICS

Str: 11 **Dex:** 18 **Con:** 16 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Weapon Focus (M-3 Predator or M-4 Shuriken)^{B}, Improved Plating^{B}, Alertness^{B}
Skills: Damping +3, Decryption +3, Electronics +3, Hacking +3, Heavy Weapons +3, Listen +4, Piloting +3, Repair +3, Spot +4
Organization: Solitary, pair or band (5 – 10)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Electroshock: LOKI Mechs possess a special electroshock attack that deals 3d6 electric damage to all creatures 5-ft away from the Mech +50% against shields, synthetics or mechanical units. This attack is free and occurs only 1 per round. The damage dealt is 1d6 per HD (3d6 for the LOKI Mech)

Separated Functions: LOKI Mechs can take move while shooting without taking any penalty. Every time a LOKI Mech makes an attack action, it can also make one action moving (so a LOKI Mech can effectively use two actions, or even a full-round action, performing any type of attack, and at the same time move two actions as well).

Quick Aiming: LOKI Mechs can use the Aiming special action quickly. For them, that action takes only one free action. In addition, LOKI Mechs never fire unless Aiming. The attack benefits and drawbacks of Aiming are already included in the statistics.

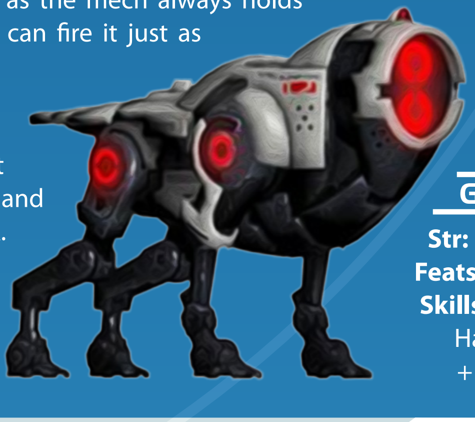
Post-Mortem Explosion: Once a LOKI Mech is destroyed, it explodes dealing 3d4 points of damage (1d4 per HD) to all within 5 feet away from him

Dismemberment: Any character can try to dismember a LOKI Mech by taking a -4 penalty on its attack roll against the Mech. If the attack succeeds, the character then chooses which limb he attacked: either a leg or an arm.

Damage dealt to a limb is removed from the mech's HP and once 5 points of damage are dealt, the limb is destroyed. If the mech still has its Plating, his limbs cannot be destroyed.

A LOKI Mech can still function without its limbs but a few effects occur:

- Removing 1 arm has no impact, as the mech always holds a weapon with two hands and can fire it just as easily with one hand.
- Removing 2 arms prevents the mech from firing. When that happens, the mech does its best to move closer to an enemy and then attack with its electroshock.
- Removing 1 or two legs causes the mech to fall on the ground. He is then forced to move as if pron. He gains all benefits and penalties of being prone.
- Removing all limbs forces the mech into a self-destruct protocol that occurs on its turn. This causes the LOKI Mech to self-destruct dealing the Post-Mortem Explosion in the process



FENRIS Mech

FENRIS Mechs are mechanical constructs designed by Hahne-Kedar specifically for security. They are highly identifiable by their white armor and red lights. For many humans, the FENRIS Mechs are viewed as the mechanical analogs of "attack dogs" and mimic dog-like behavior when they attack a target, which may be related to Hahne-Kedar being an Alliance-Based Corporation. FENRIS Mechs are less common than the LOKI Mech variant, but have been seen on Alliance offworld colonies, and are deployed by the Blue Suns mercenary group.

FENRIS Mechs possess advanced sensory equipment allowing them to detect weapons and narcotics, used in the same manner dogs would, and have been seen deployed alongside LOKI Mechs. A major disadvantage to FENRIS Mechs, and indeed to all mechs, is that their software programming can be hacked, altered, or overridden by an experienced hacker, and FENRIS Mechs can be turned against those they are tasked with serving.

FENRIS MECH CR 2

XP 600
Small mechanical
Senses: Listen +4, Spot +4, Nightvision 60 ft, scent
Initiative: +3
Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +1 from BAB, +1 size), touch 15, flat-footed 11
Plating HP: 18 (3×HD) **Plating HP DR:** 0
HP: 56 (6d12+12) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +8 **Reflex:** +5 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +4/+2
Space/Reach: 5 ft/5 ft

Weapon: Slam
Melee Attack: +8
Critical: 20/×2
Damage: 1d6+2

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 14 **Int:** 6 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}, Skill Focus (Jump)^{B}
Skills: Damping +6, Decryption +6, Electronics +6, Hacking +6, Heavy Weapons +6, Hide +11, Jump +10, Listen +4, Piloting +6, Repair +6, Spot +4

Organization: Solitary, pair or band (4 – 7)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

FENRIS Charge: A FENRIS Mech attacks by charging or moving a set distance towards an enemy and then jumping against it. The mech always jumps a distance of at least 5 feet (which it automatically succeeds due to its Jump modifier) even when charging. The mech successfully hits the target by making a Jump check against the target's Defense. If successful, it touches the enemy with its head and automatically uses its taser.

Additionally, those victims of a FENRIS Charge must make an opposed Strength check against the Mech (who also gains a +2 bonus from the Jump) or are sent prone.

If the mech is unable to jump, because the target is already too close, it uses instead a melee touch attack and cannot send the targets prone.

Taser: When the FENRIS Mech touches an enemy with its head, it automatically discharges its taser dealing 6d4 points of damage (1d4 per HD) and forcing the target to make a Fortitude save DC 15 (10 + 1/2 mech's HD + mech's Constitution modifier) or the target is stunned for 1 round.

The target is immune to the Stun effect if he still has Plating or Shields. If the target still has Shields, this ability deals instead 6d6 points of damage (1d6 per HD).

Self-Defense Shutdown: If a FENRIS Mech is reduced to 0 or less HP, it automatically shuts down and remains stationary. The mech is not destroyed when reaching 0 HP, or less, but it is destroyed if shot again while in it is in Self-Defense Shutdown. The mech activates itself once he is repaired to full HP.

Post-Mortem Explosion: Once a FENRIS Mech is destroyed, it explodes dealing 6d4 points of damage (1d4 per HD) to all within 5 feet away from him.

YMIR Mech

The Battle YMIR Mech, or Model 34-A, or more commonly called a Heavy Mech, is a massive killing machine designed for anti-infantry purposes. Clad in bone-white armor with red lights, they are utilized by Eclipse and Blue Suns mercenaries as infantry support. They are also used as security in some colonies and are frequently seen alongside LOKI Mechs. Heavily armored and shielded, YMIR Mechs possess twin automatic mass accelerator cannons concealed in the right arm and a rocket launcher in the left. These arms will open when the mech is about to fire. The symbols and writings on their armor bear resemblance to the LOKI Mechs' and the robotic sounds made by YMIR Mechs during combat sound similar to geth troopers; however, they occasionally "speak" in a low, robotic voice, referring to their status during combat. Like Geth Armatures and colossi, they will "unpack" when deployed.

YMIR Mechs possess twin mass accelerator cannons in the arms and a rocket launcher in the left arm. There is a noticeable audio delay before the left-arm rocket launcher opens fire. YMIR Mechs usually engage at point-blank range and will attempt to advance on enemies. The mech moves very slowly and loudly and cannot climb steps. It can fire its twin Cannons while moving, however it must pause to fire rockets.

The YMIR Mech always uses Auto-Fire actions with its Twin Mass-Accelerator Cannons. The number of attacks in the statistics already includes the fact that the YMIR Mech possesses two cannons.

YMIR MECH CR 7

XP 2.400
Large mechanical
Senses: Listen +0, Spot +0, Nightvision 60 ft
Initiative: +1
Speed: 15 ft

DEFENSE STATISTICS

Defense: 12 (+1 Dex, +2 from BAB, -1 size), touch 12, flat-footed 11
Shield HP: 50 (5×HD) **Shield HP DR:** 0
Plating HP: 40 (3×HD+10) **Plating HP DR:** 1
HP: 94 (10d12+30) **HP DR:** 2
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks
Immunities: poison and disease
Fortitude: +12 **Reflex:** +4 **Will:** +7

OFFENSE STATISTICS

Base Attack/Grapple: +7/+16
Space/Reach: 10 ft/5 ft

Weapon: Twin Mass-Accelerator Cannons (A 10, R -0, ammo inifinte, 60 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +8
Auto-Fire 2nd action: +8
Full-Auto Fire 1st action: +8
Full-Auto Fire 2nd action: +8
Full-Auto Fire 3rd action: +8
Critical: 20/×2
Damage: 1d8+2

Weapon: Rocket Launcher (SS, R none, ammo infinite, for range see ML-77 Missile Launcher special rules)
One-Shot: Heavy Weapon's check
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 5d6 (1/2 to adjacent creatures)
Special: Once fired, it cannot be fired again for 2 actions

Weapon: Mechanic Claw
Melee Attack: +15
Critical: 20/×2
Damage: 2d6+17
Special: If this attack hits, the target must make a Fortitude save DC = damage taken, or falls prone.

GENERAL STATISTICS

Str: 34 **Dex:** 12 **Con:** 17 **Int:** 6 **Wis:** 14 **Cha:** –
Feats: Skill Focus (Heavy Weapons)^B, Iron Will^B, Greater Fortitude^B, Improved Plating^B, Greater Bashing^B, Weapon Focus (Twin Cannons)^B
Skills: Damping +9, Decryption +9, Electronics +9, Hacking +9, Heavy Weapons +13, Piloting +9, Repair +9
Organization: Solitary, pair or band (2 – 4)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Separated Functions: YMIR Mechs can take move while shooting their twin cannons without taking any penalty. Every time an YMIR Mech makes an attack action with its twin cannons, it can also make one action moving (so a YMIR Mech can effectively use two actions, or even a full-round action, performing any type of attack, and at the same time move two actions as well).

This cannot be used when firing its rocket.

Post-Mortem Explosion: Once an YMIR Mech is destroyed, it explodes dealing 10d4 points of damage (1d4 per HD) to all within 15 feet away from him.

However, if an YMIR Mech is destroyed due to a critical hit, he falls on the ground and a beeping sound, similar to a countdown, starts. This countdown takes only 1 round. After the countdown reaches 0, meaning after 1 round, the YMIR Mech explodes in an explosion similar to firing a shot from the M-920 Cain.

Stomp: An YMIR Mech stomps any enemy, within reach, that is either prone or crouching. The mech makes a melee attack to see if it successfully hits the enemy. The damage dealt is 10d6 + 5 (1d6 per mech's HD + mech's Str mod).

A target that is stomped is also considered as being pinned and takes that amount of damage each round the mech remains in place. To escape, he merely needs to succeeds on a single opposed grapple check against the YMIR mech.

Rocket Launcher: Although this rocket launcher possesses the statistics presented here, it possesses all other characteristics that a ML-77 Missile Launcher has.

Rampart Mech

Though its initial invasion of Omega was successful. Cerberus was soon faced with the problem of controlling the station's large and often lawless population. An initial solution was to establish detainment areas bordered with impassable force fields, believed to be sheets of plasma suspended in a magnetic field. As Cerberus tightened its control of the station, units that could pass freely through force fields to police the populace became necessary, leading Cerberus engineers to recover LOKI security mechs from the remaining Eclipse mercenary chapters. When upgraded with Cerberus's proprietary mini-fabrication technology, shielding recovered from Omega's element zero processing plants, and additional ablative armor, the result was the Rampart mech, a flexible combat unit designed for control and intimidation of Omega's inhabitants.

Rampart mechs can seek out targets or troublemakers anywhere on Omega, even lower industrial areas where radiation can be intense. It is fitted with infrasound and scent markers that are "fight or flight" triggers for several species and are intended to subdue or disperse a crowd. When necessary, Rampart mechs can channel all available power into generating a high-intensity shield that defends against hacking or biotic attacks and weapons fire, protecting the Rampart until reinforcements arrive. For combat, most Rampart mechs are equipped with a standard issue shotgun; if damaged beyond repair, the Rampart mech destroys the shotgun's aluminum-alloy heat-dispersal sinks, coating any nearby assailants in red-hot residue that burns through armor.

In extreme situations, the Rampart mech overclocks into a "hunter-killer" mode, diverting power from its unique shields to single-mindedly destroy its target. In this mode, the Rampart mech moves faster, attacking with a flash-forged omni-blade that targets unprotected nerve clusters and immobilizes the luckless target. The Rampart also channels excess heat through the dispersal sinks, visibly burning off material to create an intimidating display as it advances.

RAMPART MECH CR 2

XP 600
Medium mechanical
Senses: Listen +6, Spot +6, Nightvision 60 ft
Initiative: +4
Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+4 Dex, +1 from BAB), touch 15, flat-footed 11
Plating HP: 62 (6d12+18) **Plating HP DR:** 1
HP: 1 **HP DR:** 0
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +8 **Reflex:** +6 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +4/+6
Space/Reach: 5 ft/5 ft

Weapon: M-23 Katana (SA 1, R -4, ammo 5, 20 ft)
One-Shot: +9
Double-Tap: +5
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +1
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 2d6; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

Weapon: Omni-Blade
Melee Attack: +6
Critical: 20/×2
Damage: 1d3+1d6+2

GENERAL STATISTICS

Str: 14 **Dex:** 18 **Con:** 16 **Int:** 5 **Wis:** 14 **Cha:** –
Feats: Weapon Focus (M-23 Katana)^B, Weapon Focus (Light Melee Weapons)^B, Alertness^B
Skills: Damping +6, Decryption +6, Electronics +6, Hacking +6, Heavy Weapons +6, Listen +6, Piloting +6, Repair +6, Spot +6
Organization: Solitary, pair or band (3 – 7)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: A Rampart possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant it HP grants it Plating HP instead.

Energy Shield: When the rampart mech is badly damaged (half of his Plating HP are gone), he creates a powerful shield that encloses the mech in an energy sphere that blocks any attack or power that tries to affect him. This shield is activated with one action and lasts for at least 2 actions and up to 5 (mech's choice). During that time, the rampart mech is completely immune to every attack and power (even if the ground was to open beneath the mech, he would still be protected from falling damage by the shield. While the shield is active, the rampart mech cannot act or move, he effectively loses those actions.

Separated Functions: Rampart Mechs can take move while shooting without taking any penalty. Every time a Rampart Mech makes an attack action, it can also make one action moving (so a Rampart Mech can effectively use two actions, or even a full-round action, performing any type of attack, and at the same time move two actions as well).

Burning Residue: When a Rampart Mech is destroyed, he automatically destroys the M-23 Katana's aluminum-alloy heat-dispersal sinks, coating any nearby assailants in red-hot residue that burns through armor, though it takes 1 action for the residue to disperse to the mech's body. Any creature that passes through the square occupied by the mech's body takes 2d6 points of damage that bypasses Shield HP and Plating HP. The residue burns for 5 actions.

Hunter-Killer Mode: On certain occasions the Rampart Mech can enter in a hunter-killer mode, with a free action. In this mode the Rampart Mech's speed increases by 10 ft and the mech tries to get in close in order to attack with his omni-blade. He also increases his Plating DR by 2 and gains a +2 attack and damage bonus with his omni-blade.

While in this mode, the mech does not attack with his shotgun (he holsters it automatically when entering this mode, but the Burning Residue still occurs upon death) and it displays the same holographic images of a tech armor.

Atlas

The Atlas was designed to combine the deadly armor and firepower of an YMIR mech with the tactical superiority of a trained pilot. An element zero core allows the Atlas to be air-dropped onto a battlefield with minimal impact damage. Its thick armor includes a robust transparent canopy made from a polycrystalline composite proprietary to Cerberus. Alliance engineers hypothesize that the material is some kind of synthetic sapphire composed with interlayers to resist cracking and thermal damage.

Although the Atlas is somewhat unwieldy in the field, its antipersonnel cannon and durability makes it a fearsome opponent.

Cerberus produced a large amount of these mechs and deployed them during the events of Mass Effect 3. Because these mechs are extremely expensive, very few organizations use them.

Getting in and out of an Atlas mech requires 2 actions and to be piloted the character must make a Piloting check DC 18 at the beginning of his rounds.

ATLAS CR 8

XP 4.800
Large mechanical
Senses: Listen +15, Spot +15
Initiative: +5
Speed: 15 ft

DEFENSE STATISTICS

Defense: 12 (+1 Dex, +2 from BAB, -1 size), touch 12, flat-footed 11
Shield HP: 88 (8 × HD) **Shield HP DR:** 2
Plating HP: 100 (11d12+36) **Plating HP DR:** 4
HP: 1 **HP DR:** 0
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease; fear effects
Fortitude: +13 **Reflex:** +4 **Will:** +7

OFFENSE STATISTICS

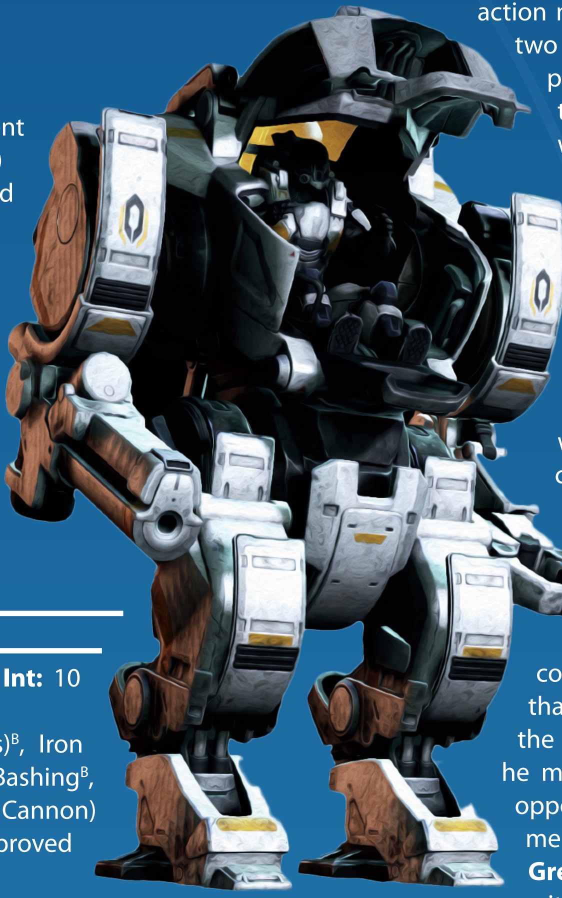
Base Attack/Grapple: +8/+20
Space/Reach: 10 ft/5 ft

Weapon: Mass-Accelerator Cannon (A 1, R -0, ammo infinite, 60 ft)
One-Shot: +9
Double-Tap: +9
Auto-Fire 1st action: +9
Auto-Fire 2nd action: +9
Full-Auto Fire 1st action: +9
Full-Auto Fire 2nd action: +9
Full-Auto Fire 3rd action: +9

Critical: 20/×2
Damage: 4d8+3

Weapon: Rocket Launcher III (SS, R none, ammo infinite, for range see ML-77 Missile Launcher special rules)
One-Shot: Heavy Weapon's check
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 5d6+10 (1/2 to adjacent creatures) (2 per dice from variant)
Special: Once fired, it cannot be fired again for 2 actions

Weapon: Mechanic Claw
Melee Attack: +15
Critical: 20/×2
Damage: 2d8+15
Special: If this attack hits, the target must make a Fortitude save DC = damage taken, or falls prone. This cannot be used in conjunction with the Improved Grab feature



GENERAL STATISTICS

Str: 30 **Dex:** 12 **Con:** 18 **Int:** 10 **Wis:** 14 **Cha:** 10
Feats: Skill Focus (Heavy Weapons)^{B}, Iron Will^{B}, Greater Fortitude^{B}, Greater Bashing^{B}, Weapon Focus (Mass Accelerator Cannon) ^{B}, Point Blank Shot^{B}, Alertness^{B}, Improved Initiative^{B}
Skills: Heavy Weapons +15, Listen +14, Spot +14
Organization: Solitary or pair
Advancement: Atlas advance by gaining new HD, as normal. They possess Medium BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain +1 bonus to Heavy Weapons, Spot and Listen checks with each HD. They gain no skill points.
Also, each 3 HD provides one additional stat point. Their Shield HP increase by 8 for each new additional HD.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: An Atlas possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant it HP grants it Plating HP instead.
Improved Grab: If an Atlas hits the target with its melee attack, it automatically attempts to grab him. It gains an automatic grapple check against the target without provoking AoO. Using this feature does not impose any grappling penalties on the Atlas.
Crush: When the Atlas is grappling a target, it can kill him by crushing the target with its claw, causing instant death. This ability can be used regardless of whatever armor the target is wearing.
Using this ability requires one action. An Atlas immediately starts this ability after grappling a character.
This only works against creatures smaller than the Atlas.
Separated Functions: Atlas can take move while shooting their twin cannons without taking any penalty. Every time an Atlas makes an attack action with its cannon, it can also make one action moving (so a Atlas can effectively use two actions, or even a full-round action, performing any type of attack, and at the same time move two actions as well).
This cannot be used when firing its rocket.
Post-Mortem Explosion: Once an Atlas is destroyed, it explodes dealing 11d4 points of damage (1d4 per HD) to all within 15 feet away from him.
Stomp: An Atlas stomps any enemy, within reach, that is either prone or crouching. The Atlas makes a melee attack to see if it successfully hits the enemy. The damage dealt is 11d6 + 8 (1d6 per mech's HD + mech's Str mod).
A target that is stomped is also considered as being pinned and takes that amount of damage each round the Atlas remains in place. To escape, he merely needs to succeeds on a single opposed grapple check against the Atlas mech.
Grenade Launcher: An Atlas is equipped with a grenade launcher that can be fire with a free action once every 5 rounds. This grenade launcher only fires smoke grenades and it is capable of firing up to 3 grenades at the same time.
The Atlas always carries at least 20 smoke grenades.
Drop: An Atlas may be dropped from a distance up to 1000 ft without problems, landing safely, not prone and avoiding any falling damage.
Rocket Launcher: Although this rocket launcher possesses the statistics presented here, it possesses all other characteristics that a ML-77 Missile Launcher (SA 2, R -2, ammo 6% per shot, 200 ft) has.

VARIANT

The Hydra is a variant of the Atlas, brought to Andromeda by the Andromeda Initiative. It differs from the Atlas only because it is weaker (lessHD) but fires two missiles when using its Rocket Launcher.

Reaper Ground Forces

Deployed by the Reapers to engage organics in tight quarters and other small places the towering Reapers cannot reach, these monstrosities prove to be highly effective for two major reasons: they are created from harvested organics, meaning that each potential dead organic can result in a potential reaper ground unit; and they serve as ways to break the morale of organics, since they see their friends and family turned into the very beings they now face.

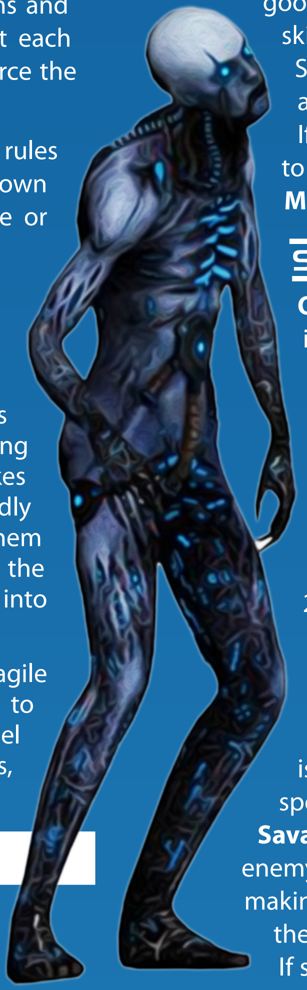
Each type of reaper ground unit has its strengths and weaknesses but together they can complement each other becoming some of the most dangerous force the galaxy has ever seen.

Reaper ground forces do not follow the normal rules for advancement. Each reaper ground unit has its own advancement and none of them possess a race or class, even if they are derived from certain races.

Husk

Husks are the aggressive, mindless foot soldiers of the Reaper armies. They are created by impaling either living or dead humans on mechanical spikes (called Dragon's Teeth by the humans) that rapidly extract water and trace minerals and replace them with cybernetics. These cybernetics reanimate the lifeless flesh and tissue, transforming the bodies into horrifying killing machines.

Husks are particularly weak and somewhat fragile but the Reapers deploy husks in large numbers to overwhelm the enemy. The husks' inability to feel pain, as well as their tendency to attack in groups, makes them particularly deadly adversaries.



HUSK CR 1/2

XP 150
Medium organic/synthetic (reaper)
Initiative: +1
Senses: Listen +0, Spot +5, Nightvision 60 ft
Speed: 40 ft

DEFENSE STATISTICS

Defense: 11 (+1 Dex), touch 11, flat-footed 10
Shield HP: 5 **Shield HP DR:** 0
HP: 14 (2d8+2) **HP DR:** 0
Immunities: poison, disease, fear effects, mind control, pain effects
Fortitude: +0 **Reflex:** +1 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +1/+4
Space/Reach: 5 ft/5 ft

Weapon: Slam
Melee Attack: +4
Critical: 20/×2
Damage: 1d6+3

GENERAL STATISTICS

Str: 17 **Dex:** 12 **Con:** 10 **Int:** – **Wis:** 10 **Cha:** –
Feats: Toughness
Skills: Climb +8, Spot +5
Organization: Solitary, pair, pack (4 – 10), horde (12 – 30)
Advancement: Husks advance by gaining new HD, as normal. They possess Medium BAB, bad Fortitude and Reflex saves and good Will saves. However, they do not gain feats or skill points. Instead, each new HD increases their Shield HP by 2. Also, each 3 HD provides one additional stat point.

If a husk reaches HD 7th, it also gains Plating equal to their Constitution score.

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quick Strike: If a husk uses all its actions to attack in the same round, it gets another slam attack as a free action. Effectively attacking 3 times in that round.

Electric Blast: Certain husks can discharge electricity to deal damage to nearby enemies. As a full-round action, these husks have the ability to generate an electrical field in a 10 ft radius centered on themselves. The attack deals 2d6 damage to anyone caught in the area of effect and deals 50% more damage on shields. A Reflex save (DC 13) is allowed for half damage.

A husk with this ability starts with 10 Shield HP, instead of 5, have Shield HP DR 1 and its speed is reduced by 15 ft. They also lose the Quick Strike special ability.

Savage Grapple: Certain husks can claw and bite an enemy they grapple, almost like a savage weasel. When making a successful melee attack that deals damage, the husk can immediately initiate a grapple check. If successful he latches on to the enemy's torso and starts biting and clawing. Each turn the husk does nothing more than attacking, automatically hitting the attacks. These attacks still need to be rolled to determine if any of them is a critical hit or not.

Husks with this ability lose the Quick Strike special ability. In addition, the critical threat range of their melee attacks is 19-20. They also gain +2 bonus on grapple checks. However, they lose any Shield HP they might have.

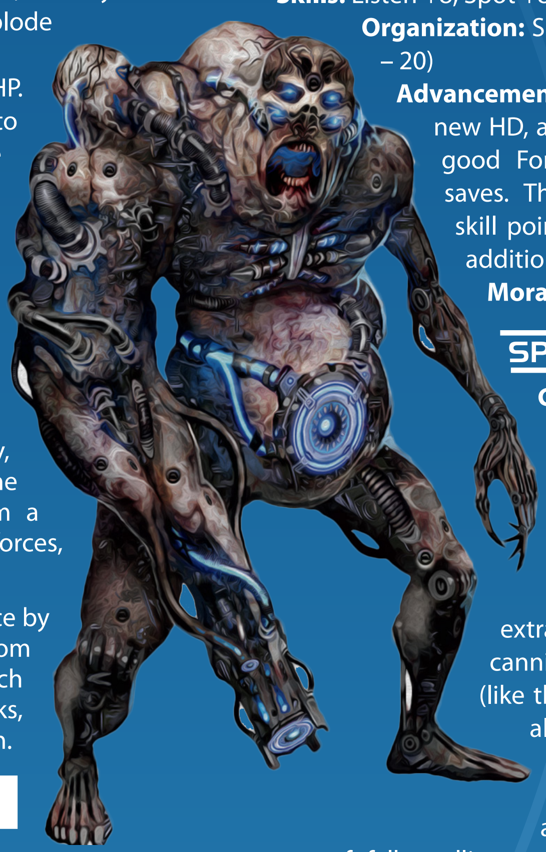
Husks weigh around 100 lbs and this weigh should be taken into consideration when the husk latches itself around the target's torso. If enough husks do this against the same target, the creature will eventually be sent prone due to the husk's weight.

Abomination: Certain husks are made to be suicidal-bombers. These husks, called abominations, have red-colored circuits. These husks attack usually by charging a target, or moving towards it. That clearly indicated as they start to glow and short flames start to erupt from their bodies. Once they start to glow, they have 3 rounds to get close to an enemy before exploding. Note they only start to glow if they reach the enemy, in a maximum of 3 rounds, from where they stand. Otherwise they approach first and once that distance is acquired they start to glow

The explosion deals 4d8 points of damage to all in a 10-ft radius (no save). If they are killed, or they fail to reach an enemy in time, they explode where they stand.

These husks do not possess Shield HP. Instead, they possess Plating HP equal to 10, with Plating HP DR 0. They lose the Quick Strike ability and the ability to perform melee attacks.

Cannibal



Cannibals are synthetic-organic creatures derived from batarians that have been captured and mutated by the Reapers during their invasion of the galaxy, which began in batarian space. During the Reaper attack on Earth, Cannibals form a significant portion of the Reaper ground forces, along with Husks.

Cannibals possess a large gun held in place by a human corpse that serves as an arm. From this same arm cannon, they can also launch grenades. They can also use Melee attacks, trying to grab whatever gets close to them.

CANNIBAL CR 3

XP 900
Medium organic/synthetic (reaper)
Senses: Listen +8, Spot +8, Nightvision 60 ft
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+2 Dex, +2 from BAB), touch 14, flat-footed 12
HP: 48 (6d8+12+6) **HP DR:** 1
Immunities: poison, disease, fear effects
Fortitude: +7 **Reflex:** +6 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +6/+9
Space/Reach: 5 ft/5 ft
Weapon: Automatic Arm Cannon (A 5, R -3, ammo infinite, 70 ft)
One-Shot: +9
Double-Tap: +6
Auto-Fire 1st action: +6
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: +6
Full-Auto Fire 2nd action: +3
Full-Auto Fire 3rd action: +0
Critical: 20/×2
Damage: 1d8

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 15 **Int:** 8 **Wis:** 12 **Cha:** 10
Feats: Toughness, Point Blank Shot, Weapon Focus (automatic arm cannon), Lightning Reflexes
Skills: Listen +8, Spot +8
Organization: Solitary, pair, pack (3 – 8), horde (10 – 20)
Advancement: Cannibals advance by gaining new HD, as normal. They possess Good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Grenade Specialty: Cannibals can throw grenades with their arm cannon. They have an infinite number of grenades but after throwing one they cannot do so again for 5 actions.

The cannibal's grenades deal extra +1d6 damage for each 3 HD the cannibal possesses, so a 6th HD cannibal (like the one presented in this statistics) already deals extra +2d6 points of damage with its grenades.

Cannibalize: Cannibals have the ability to consume the corpses of fallen allies to regenerate themselves and gain additional protection. They can use this any number of times per encounter. They always try to use this ability whenever possible (as a thumb rule, you the GM can assume that a cannibal that was not attacked in the last two rounds deems it best to seek out the nearby corpse to cannibalize).

When Cannibals consume fallen enemies they gain plating on their body which protects them from damage in that area until they are shot off.

Taking damage while using this ability disrupts and ends it.

The benefits the cannibal gains, when using cannibalize, depend on the amount of actions he is able to spend consuming the corpse:

1 action – the cannibal regenerates 5 HP (excess HP is wasted).

2 actions – previous effect + cannibal regenerates additional 10 HP (excess HP is wasted) + cannibal gains Plating HP equal to 1/2 its Constitution score.

3 actions – previous effect, only the Plating HP is now equal to Constitution score and while the Plating is active the cannibal gains 25% chance of ignoring critical hits or sneak attacks. In addition, the cannibal regenerates an additional 10 HP. If the cannibal starts the encounter with this benefit already in place, its CR should increase by 1.

4 actions – previous effect, only the Plating now provides 50% chance of ignoring critical hits and sneak attacks. In addition, the cannibal regenerates an additional 10 HP.

5 actions – previous effect, only the Plating HP now equals to 2× Constitution score (rounded down), provides a 75% chance of ignoring critical hits and sneak attacks and has Plating DR 1. If the cannibal starts the encounter with this benefit already in place, its CR should increase by 2.

Marauder

Marauders are synthetic-organic creatures created from harvested turians. The lean, armored creatures present a significant threat in and of themselves, but they are especially dangerous when leading a Reaper task force.

Alliance marines have observed marauders fortifying husks and cannibals by enveloping them in a ribbon of energy that forms a scabby shell of armor.

MARAUDER CR 6

XP 2.400

Medium organic/synthetic (reaper)

Senses: Listen +10, Spot +10, Nightvision 60 ft

Initiative: +6

Speed: 30 ft

DEFENSE STATISTICS

Defense: 17 (+3 Dex, +3 from BAB, +1 Dodge), touch 17, flat-footed 13

Shield HP: 45 **Shield HP DR:** 1

HP: 62 (9d8+18+9) **HP DR:** 2

Immunities: poison, disease, fear effects

Fortitude: +10 **Reflex:** +8 **Will:** +6

OFFENSE STATISTICS

Base Attack/Grapple: +9/+11

Space/Reach: 5 ft/5 ft

Weapon: Phaeston (A 5, R -2, ammo 50, 60 ft)

One-Shot: +12

Double-Tap: +10

Auto-Fire 1st action: +10

Auto-Fire 2nd action: +8

Full-Auto Fire 1st action: +10

Full-Auto Fire 2nd action: +8

Full-Auto Fire 3rd action: +6

Critical: 20/×2

Damage: 1d5

GENERAL STATISTICS

Str: 15 **Dex:** 16 **Con:** 14 **Int:** 12 **Wis:** 12 **Cha:** 12

Feats: Lightning Reflexes, Dodge, Mobility, Iron Will, Greater Fortitude , Improved Initiative

Skills: Listen +10, Spot +10

Organization: Solitary, pair or pack (3 – 6)

Advancement: Marauders advance by gaining new HD, as normal. They possess Good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point. Their Shield HP increase by 5 for each new additional HD.

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Create Armor Plating: Marauders can give armored plating to one Husk or Cannibal within 60 ft. This process takes several seconds and has a distinctive sound and look. Depending on how long they maintain this ability, the recipient gains certain amount of Plating HP and additional bonuses. This ability cannot be used on a target that already has Plating HP.

1 action – recipient gains Plating HP 10 and while the Plating is active the recipient gains 25% chance of ignoring critical hits or sneak attacks.

2 actions – recipient gains Plating HP 20 and while the Plating is active the recipient gains 50% chance of ignoring critical hits or sneak attacks. If the recipient starts the encounter with this benefit already in place, its CR should increase by 1.

3 actions – recipient gains Plating HP 30 and while the Plating is active the recipient gains 75% chance of ignoring critical hits or sneak attacks. If the recipient starts the encounter with this benefit already in place, its CR should increase by 1.

Any damage to either the Marauder Shield HP or HP, or the recipient Shield HP, Plating HP or normal HP will interrupt this ability.

Banshee

Banshees are the corrupted asari often found leading a Reaper strike force. The Reapers create them specifically from asari with active or latent predispositions to becoming Ardat-Yakshi, a rare neurological condition that enhances the asari's biotic power while causing the immediate death of anyone she mates with.

Lumbering as though in constant pain, the emaciated banshees are surprisingly durable opponents. They are devastating biotics able to hurl lethal balls of energy and create shockwaves as they regenerate. What Alliance military finds most disturbing is the Banshee's ability to spawn her own warp field and seemingly teleport during combat. Although their wails have no apparent physiological effect, the psychological impact is undeniable.

When banshees die, their Ardat-Yakshi genetics twist against them, causing a biotic implosion to ensure they evade capture.

BANSHEE CR 10

XP 9.600
Large organic/synthetic (reaper)
Senses: Listen +18, Spot +18, Nightvision 60 ft
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+2 Dex, +3 from BAB, -1 size), touch 14, flat-footed 12
Shield HP: 82 (13×4+30) **Shield HP DR:** 2
Plating HP: 101 (13d8+26+13) **Plating HP DR:** 3
HP: 1 **HP DR:** 3
Immunities: poison, disease, fear effects
Fortitude: +10 **Reflex:** +8 **Will:** +6

OFFENSE STATISTICS

Base Attack/Grapple: +9/+18
Space/Reach: 10 ft/10 ft

Weapon: Claw
Melee Attack: +14
Critical: 19-20/×2
Damage: 2d6+5

POWER STATISTICS

Banshee Nova
Damage: 13d6 *Radius:* 30 ft
Cooldown: 4 actions

Banshee Charge
Damage: 4d6 *Range:* 15 ft
Shield HP Restored: 0
Cooldown: Special

Banshee Reave
Fortitude Save DC: 22
Damage Dealt: 16
Duration of Pain Effect: 1 action
Duration of Reave: 3 actions
Cooldown: 3 actions

GENERAL STATISTICS

Str: 20 **Dex:** 12 **Con:** 15 **Int:** 14 **Wis:** 14 **Cha:** 18
Feats: Lightning Reflexes, Iron Will, Greater Fortitude , Improved Plating, Improved Critical (claw), Weapon Focus (claw), Biotic Focus (Reave), Improved Biotic Focus (Reave)
Skills: Biotics +18, Listen +18, Spot +18
Organization: Solitary, pair or pack (2 – 4)
Advancement: Banshees advance by gaining new HD, as normal. They possess Medium BAB, good Fortitude and Will saves and bad Reflex save. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

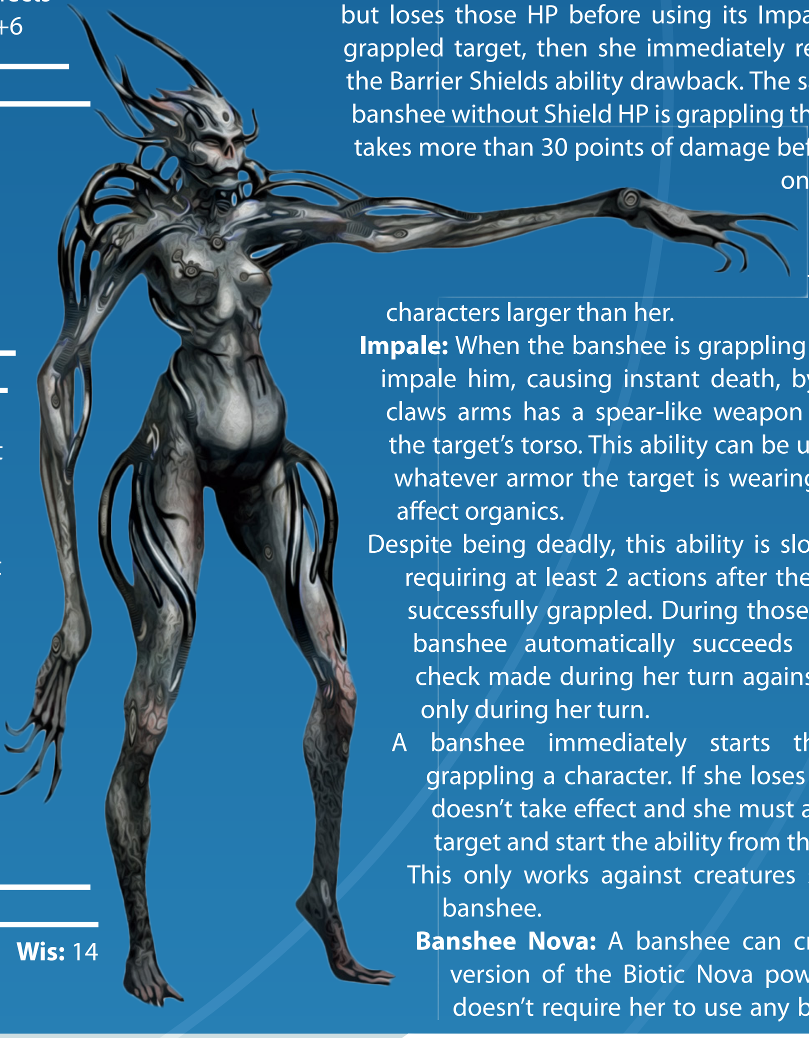
Barrier Shields: The Shield HP of a Banshee always equals her HD times Cha modifier +30. These Shield HP also count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.

In addition, when the banshee loses its Shield HP, she drops prone and releases any character she is grappling.

Armored: A banshee possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant her HP grants her instead Plating HP.

Improved Grab: If a banshee hits the target with its melee attack, it automatically attempts to grab him. She gains an automatic grapple check against the target without provoking AoO.

If a banshee that is grappling a character still has Shield HP but loses those HP before using its Impale ability on the grappled target, then she immediately releases it, due to the Barrier Shields ability drawback. The same happens if a banshee without Shield HP is grappling the target but then takes more than 30 points of damage before using Impale on the target.



The banshee cannot use this ability on characters larger than her.

Impale: When the banshee is grappling a target, she can impale him, causing instant death, by using her long claws arms has a spear-like weapon pierced through the target's torso. This ability can be used regardless of whatever armor the target is wearing, but it can only affect organics.

Despite being deadly, this ability is slow to take effect, requiring at least 2 actions after the target has been successfully grappled. During those two actions, the banshee automatically succeeds on any grapple check made during her turn against that target but only during her turn.

A banshee immediately starts this ability after grappling a character. If she loses the grapple, this doesn't take effect and she must again grapple the target and start the ability from the start.

This only works against creatures smaller than the banshee.

Banshee Nova: A banshee can create a powerful version of the Biotic Nova power. This version doesn't require her to use any biotic points and its cooldown only affects the Banshee Nova, so after using this power she can use any other she possesses.

This power is in all aspects similar to the Biotic Nova with a few major differences:

- It does not apply any Throw effect on those affected by this power.
- It has a much larger area of effect.
- It deals greater damage.
- Banshees scream when using this power. The screech has no in-game effect.

The banshee can use this power any number of times per encounter.

Banshee Charge: A banshee can, at will, replicate a biotic power similar to the Biotic Charge. Although similar to that biotic power, the Banshee Charge has some major differences:

- Creatures affected by this power are not sent flying.
- The distance of the charge is greatly reduced.
- The banshee cannot restore Shield HP with this power.
- The banshee cannot combine this power with the Banshee Nova.
- While the banshee still has Shield HP left, this power has no cooldown. Once the Shield HP are removed, this power has a cooldown of 2 actions.

The banshee can use this power any number of times per encounter.

Banshee Reave: A banshee can, at will, project an energy ball that upon impact replicates effects similar to the Reave biotic power. Although similar to that power, the Banshee Reave has some major differences:

- The energy ball projected by the banshee travels slower, so targets gain twice movement bonus to Defense against this power.
- This power has two different durations: one related to the pain effect it causes on a failed Fortitude save; the other is the overall duration of the Banshee Reave, that is the number of actions the damage will be dealt.

The banshee can use this power any number of times per encounter.

Brute

The brute is a hulking amalgamation of turian and krogan victims of the Reapers. Because tissue from dextro-protein species like the turians is incompatible with levo-protein species like the krogan, implants regulate the brute's body chemistry to combat organ rejection.

It is the fusion of turian military skill and krogan blood rage that makes the brute such a formidable enemy, capable of destroying armored vehicles to get to the soldiers inside. Troops are advised to keep their distance, and, whenever possible, not engage a brute alone.

Brutes possess an over-sized claw arm that can grab and smash a character into the ground. This results in instant death. Their main attack is a charging attack that deals high damage.

BRUTE CR 8

XP 4.800

Huge organic/synthetic (reaper)

Senses: Listen +15, Spot +15, Nightvision 60 ft

Initiative: +4

Speed: 20 ft

DEFENSE STATISTICS

Defense: 10 (-2 size, +2 from BAB), touch 10, flat-footed 10

Plating HP: 97 (11d8+44) **Plating HP DR:** 3

HP: 1 **HP DR:** 0

Immunities: poison, disease, fear effects

Resistances: 50% chance of negating critical hits and sneak attacks

Fortitude: +13 **Reflex:** +5 **Will:** +9

OFFENSE STATISTICS

Base Attack/Grapple: +8/+26

Space/Reach: 15 ft/10 ft

Weapon: Claw

Melee Attack: +17

Critical: 19-20/×2

Damage: 5d6+10 (double vs objects and vehicles)

GENERAL STATISTICS

Str: 30 **Dex:** 11 **Con:** 18 **Int:** 8 **Wis:** 10 **Cha:** 10

Feats: Lightning Reflexes, Iron Will, Greater Fortitude, Improved Critical (claw), Weapon Focus (claw), Alertness, Improved Initiative

Skills: Listen +15, Spot +15

Organization: Solitary, pair or pack (2 – 4)

Advancement: Burtes advance by gaining new HD, as normal. They possess Medium BAB, good Fortitude and Will saves and bad Reflex save. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point.

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: A brute possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant him HP grants her instead Plating HP.

Improved Grab: If a brute hits the target with its melee attack, it automatically attempts to grab him. He gains an automatic grapple check against the target without provoking AoO.

Crush: When the brute is grappling a target, he can kill him by slamming the target into the ground several times, causing instant death. This ability can be used regardless of whatever armor the target is wearing. Using this ability requires one action. A brute immediately starts this ability after grappling a character. This only works against creatures smaller than the brue.

Brute Charge: Brutes are extremely deadly when making a charge. First, when making a charge, the brute deals 5d6+10 points of damage to any object or creature that is in front of the brute at the end of the charge.

First, the charge itself deals 5d6+10 points of damage to any character of object standing in the brute's path. Objects in the brute's path, when not destroyed by this damage, stop the charge, otherwise the brute continues to charge stomping on their debris. Characters in the brute's path always stop the charge, regardless whether they are killed or not, but they are, however, pushed back 5 ft (thus ending adjacent to the brute)

In addition, the brute also gets to make the normal melee attack associated with a charge but in the form of Sweeping Attack (see below).

The order by which this special ability is resolved is: charge damage is dealt first. If the target survives, he is then attacked by the brute's Sweeping Attack.

Sweeping Attack: When making a Brute Charge, the brute also makes a special melee attack at the end. This melee attack allows him to make a melee claw attack against four squares he threatens. Those squares need to be adjacent to at least one of the other. The attack is resolved separately for each square.

When using this ability, the brute cannot use the Improved Grab ability.

Brute Fall: When a brute is killed, he raises his body and screams as if in agony (or the closest thing it can reproduce through their synthetic voices). Soon after his massive body falls to the ground with enough force to deal 3d6+10 points to any creature that stands in one of the brute's occupied square.

Ravager

Ravagers are former rachni that the Reapers have transformed into heavy artillery through a process of implantation and genetic modification. As walking organic turrets, they can sustain and inflict considerable damage.

Ravagers bear egg sacs that continuously spawn swarmers. If the sacs are destroyed, either during combat or upon the ravager's death, their entire contents burst forth to charge the enemy and explode on contact. A dead ravager expels a caustic gas and an acidic puddle.

Alliance scientists have theorized that it is easiest for the Reapers to maintain control over units of rachni genetic extraction because of the species' neurological predisposition for hive-mind consensus.

Swarmers are synthetic-organic creatures presumably derived from Rachni Workers and mutated by Reaper technology. Swarmers can be spawned by puncturing one of the large orange sacs found on Ravagers or by destroying Gestation Pods.

RAVAGER CR 7

XP 2.400

Large organic/synthetic (reaper)

Senses: Listen +14, Spot +14, Nightvision 120 ft

Initiative: +4

Speed: 20 ft, climb 20 ft

DEFENSE STATISTICS

Defense: 11 (-1 size, +2 from BAB), touch 11, flat-footed 11

Plating HP: 68 (10d8+20) **Plating HP DR:** 2

HP: 1 **HP DR:** 0

Immunities: poison, disease, fear effects, mind control, pain effects

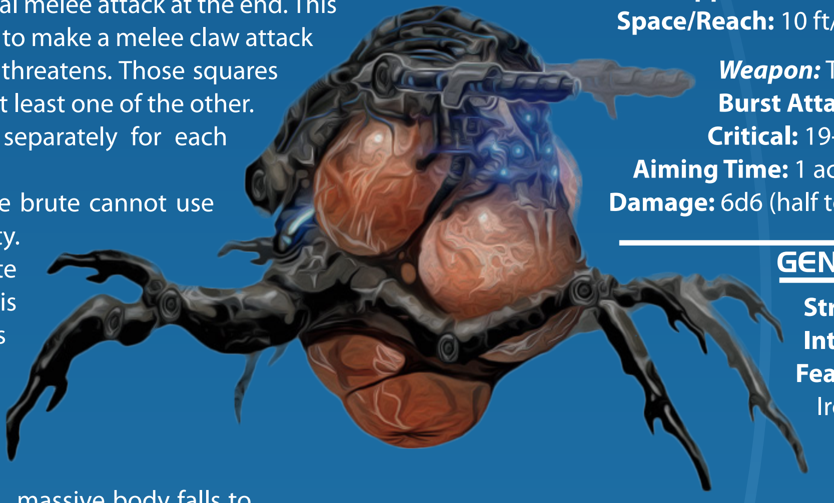
Resistances: 80% chance of negating critical hits and sneak attacks. See Swarmer Sacks.

Fortitude: +11 **Reflex:** +5 **Will:** +10

OFFENSE STATISTICS

Base Attack/Grapple: +7/+14

Space/Reach: 10 ft/5 ft



Weapon: Twin Artillery Cannons

Burst Attack: +8 (see below)

Critical: 19-20/×2

Aiming Time: 1 action

Damage: 6d6 (half to adjacent creatures)

GENERAL STATISTICS

Str: 16 **Dex:** 11 **Con:** 14

Int: 10 **Wis:** 12 **Cha:** 10

Feats: Lightning Reflexes, Iron Will, Greater Fortitude , Weapon Focus (Twin Artillery Cannons), Improved Initiative, Improved Critical (Twin Artillery Cannons)

Skills: Climb +11, Listen +14, Spot +14

Organization: Solitary, pair or pack (2 – 4)

Advancement: Ravagers advance by gaining new HD, as normal. They possess Medium BAB, good Fortitude and Will saves and bad Reflex save. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point.

Ravager's had 1/2 their HD (rounded down) as a bonus to their attack modifier.

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: A ravager possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant her HP grants him instead Plating HP.

Twin Artillery Cannons: Ravagers are armed with a twin cannon system capable of firing projectiles that enter the artillery classification. This allows the ravager to deal large amounts of damage.

In addition, creatures adjacent to the target take 1/2 damage dealt (characters behind cover are not caught by this area effect).

When the ravager fires, it always fires 3 shots, each using the same attack modifier and dealing the damage presented above. After those shots are fired, the ravager needs to aim again. During these shots the ravager can change target but takes a -4 penalty on attack rolls when doing so.

Due to the nature of their cannons, the ravager needs to aim its weapons before firing. He does so by pointing a visible laser towards the target or area he wishes to hit. This special aim requires at least 1 action. This allows the target to perform a Rolling Dodge against these attacks.

A ravager does not fire its weapons against targets less than 20 ft away from them, preferring to retreat to a safer distance.

Swarmer Sacks: A ravager possesses the ability to spawn 4 swarmers with 1 action. He can do this any number times per encounter.

These swarmers are produced and stored in four special sacks the ravager possesses. Destroying one sack reduces the number of swarmers the ravager can spawn by 1. In addition destroying one sack also exposes some of the inner parts of the ravager, reducing his resistance against critical hits and sneak attacks by 20%.

All four sacks can destroyed. The sacks possess a Defense equal to the ravager's +5 (14 for the one presented here), 10 Plating HP and Plating HP DR 1 (is a sack is removed, the ravager loses that amount of its Plating HP pool). However, once one is destroyed, 4 swarmers are automatically spawned.

A ravager can voluntarily burst one of its sacks with a free action. Doing causes the same effects as if the sack was destroyed. Usually a ravager only uses this ability once an enemy is less than 20 ft from the ravager.

Swarmers released by the ravager act in the initiative count immediately after the ravager.

Acid Puddle: Once dead, ravagers leave a puddle of acid that deals 1d6 point of damage to anyone occupying or passing through one of square where they died (damage is dealt per square so if a creature passes through all four it takes the damage four times). This damage is caused by contact with the acid and its noxious fumes, so it automatically bypasses Shield HP and Plating HP, and ignores any normal HP DR the creature might have.

This puddle remains active for 2 actions.

SPECIAL FEATURES

Quadrupled creature

SWARMERS CR 1/8

XP 37

Tiny organic/synthetic (reaper)

Senses: Listen +0, Spot +0, Nightvision 60 ft

Initiative: +2

Speed: 15 ft, climb 15 ft

DEFENSE STATISTICS

Defense: 14 (+2 Dex,+2 size), touch 14, flat-footed 12

HP: 3 (1d8-5) **HP DR:** 0

Immunities: poison, disease, fear effects, mind control, pain effects

Fortitude: +0 **Reflex:** +2 **Will:** +0

OFFENSE STATISTICS

Base Attack/Grapple: +0/-10

Space/Reach: 2,5 ft/0 ft

Weapon: Suicide Attack

Damage: 1d6

GENERAL STATISTICS

Str: 6 **Dex:** 14 **Con:** 1 **Int:** - **Wis:** - **Cha:** -

Feats: -

Skills: Climb +10, Jump +10, Listen +0, Spot +0

Organization: Solitary, pair, pack (3 – 20) or horde (10 – 100)

Advancement: Swarmers have no advancement

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Suicide Attack: Swarmers have one purpose: to damage the enemy by moving close and exploding. Due to their size they can move to the space occupied by an enemy creature, either by moving or jumping to that square. Doing so does not provoke AoO and automatically causes them to explode, dealing the damage listed above to anyone in that square.

Any character can also move through a square occupied by one or more swarmers but doing so causes them to automatically explode dealing the damage to the passing creature.

Acid Puddle: Once dead, swarmers leave a puddle of acid that deals 1 point of damage to anyone occupying or passing through the square where they died (if there two dead swarmers in that square then each deals 1 point of damage). This damage is caused by contact with the acid and its noxious fumes, so it automatically bypasses Shield HP and Plating HP, and ignores any normal HP DR the creature might have.

This puddle remains active for 2 actions.

SPECIAL FEATURES

Quadrupled creature

Natural Jumpers: Swarmers have a +8 bonus on Jump checks and use their Dexterity, instead of Strength, for such checks.

Harvester

Harvesters are synthetic-organic creatures derived from creatures of the same name that have been mutated by Reaper technology.

The sight of a Reaper Harvester in flight nearby is one of the first indications that a Reaper invasion is underway. Their massive wingspan allows them to quickly cover the distance between them and their prey.

In the Harvester's mouth are two heavy guns that fire in an alternating pattern. The Harvester's most fearsome quality, however, is that its appearance guarantees that Reaper ground troops are not far behind.

Harvesters can also be used as troop transports but they can only transport up to five medium creatures or two large creatures.

HARVERSTER CR 12

XP 19.000

Gargantuan organic/synthetic (reaper)

Senses: Listen +22, Spot +22, Nightvision 120 ft

Initiative: +0

Speed: 10 ft, fly 40 ft

DEFENSE STATISTICS

Defense: 10 (+1 Dex, +3 from BAB, -4 size), touch 10, flat-footed 9

Plating HP: 161 (15d8+75+15) **Plating HP DR:** 3

HP: 1 **HP DR:** 0

Immunities: poison, disease, fear effects, mind control, pain effects

Resistances: 50% chance of negating critical hits and sneak attacks

Fortitude: +16 **Reflex:** +8 **Will:** +9

OFFENSE STATISTICS

Base Attack/Grapple: +11/+36

Space/Reach: 15 ft/15 ft

Weapon: Twin Artillery Cannons

Burst Attack: +10 (see below) **Critical:** 19-20/×2

Aiming Time: 1 action

Damage: 8d6 (half to adjacent creatures)

GENERAL STATISTICS

Str: 36 **Dex:** 12 **Con:** 20 **Int:** 10 **Wis:** 14 **Cha:** 10

Feats: Lightning Reflexes, Iron Will, Greater Fortitude , Weapon Focus (Twin Artillery Cannons), Improved Initiative, Improved Critical (Twin Artillery Cannons), Improved Weapon Focus (Twin Artillery Cannons), Alertness, Improved Plating

Skills: Listen +22, Spot +22

Organization: Solitary or pair

Advancement: Harversters advance by gaining new HD, as normal. They possess Medium BAB, good Fortitude save and bad Will and Reflex saves. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point.

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: A harvester possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant him HP grants her instead Plating HP.

Twin Artillery Cannons: Harvesters are armed with a twin cannon system capable of firing projectiles that enter the artillery classification. This allows the harvester to deal large amounts of damage. In addition, creatures adjacent to the target take 1/2 damage dealt (characters behind cover are not caught by this area effect).

Due to the nature of their cannons, the harvester needs to aim its weapons before firing. He does so by pointing a visible laser towards the target or area he wishes to hit. This special aim requires at least 1 action. This allows the target to perform a Rolling Dodge against these attacks. However, once he starts firing the harvester can fire without stopping, making him able to effectively pin down an opponent.

A harvester can fire two shots with each attack action. But in the first attack action, made after the harvester's special aiming, he is only capable of firing one shot.

A harvester, however, does not change targets when firing. To do so he stops firing and then aims towards another target. When firing against a specific target, the harvester usually continues to fire against him or against whatever cover the target is using, in order to keep him pinned. The only reason for an harvester to stop firing against the same opponent is if another engages him in the meantime.

Post-Mortem Explosion: Once a harvester is destroyed, he explodes dealing 15d4 points of damage (1d4 per HD) to all within 15 feet away from him.

SPECIAL FEATURES

Quadrupled creature

Cerberus Forces

Cerberus ground forces are formed from personnel - be they unsuspecting volunteers, refugees or abductees - who are deemed physically suitable. These personnel are put through an "integration" process - a combination of Reaper-inspired indoctrination, implantation or other conditioning - and become the various troop variants. While indoctrination is involved, and they are physically altered into a husk-like state, the integration does not reduce them to the feral behavior that Reaper husks exhibit. Instead, Cerberus troops retain enough skills to perform their roles and maintain complete loyalty to Cerberus' cause. Though there is a risk of Cerberus soldiers falling under Reaper control, the Illusive Man was confident that he could maintain control.

Cerberus troops make liberal use of Shield Generators. These can power portable cover systems or Shield Pylons, which envelop nearby units in an extra layer of kinetic barriers.

These Cerberus Forces do not advance through class levels. Each has its specific advancement entry.

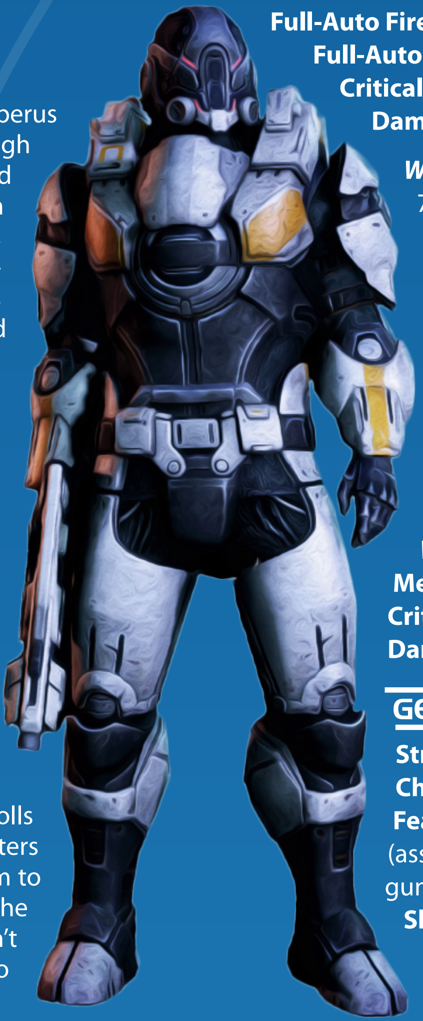
The pro-human organization Cerberus employs these powerful forces only during the events of Mass Effect 3. Prior to then, they employed soldiers, commandos and operatives that were very similar to those found in the military (see Military Forces).

Assault Trooper

Assault troopers are the backbone of Cerberus forces. Those candidates who make it through the grueling basic training are submitted to an intensive psychological program that renders them fearless, disciplined, and unrelenting. Outfitted with custom-designed armor and rifles, these soldiers function with determined precision and practiced teamwork.

The first to rush into a fight, assault troopers often work in tandem with more powerful units. They make strategic use of this scenario, keeping their opponents occupied until it is too late to react to the combined Cerberus force bearing down on them.

Cerberus Assault Troopers are either armed with an M-96 Mattock or an M-28 Hornet. They possess an armor specific for each individual (that is attached to the individual's implants) that provides them with little Shield HP (2 Shield HP per HD). It does, however, provide them with +2 bonus on all saves, a +1 bonus on all attack rolls and has HP DR 1. This armor possesses boosters in the torso and feet, which also allows them to drop from up to 50 ft and land safely on the ground (not falling damage and they don't end prone), but it consumes one action to descend with such boosters.



ASSAULT TROOPER CR 2

XP 600
Medium organic (human)
Senses: Listen +6, Spot +6
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 10 **Shield HP DR:** 0
HP: 52 (5d10+15+5) **HP DR:** 1
Immunities: fear effects
Fortitude: +9 **Reflex:** +6 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7
Space/Reach: 5 ft/5 ft

Weapon: M-25 Hornet (B 3, R -5, ammo 24, 70 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 19-20/×3
Damage: 1d6; +1 against Shield HP

Weapon: M-96 Mattock (SA 2, R -2, ammo 16, 70 ft)
One-Shot: +10
Double-Tap: +8
Auto-Fire 1st action: +8
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 1d8

Weapon: Shock Baton
Melee Attack: +8
Critical: 20/×2
Damage: 1d3+1d6+2; +2d6 vs Shield HP

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 16 **Int:** 12 **Wis:** 12 **Cha:** 10

Feats: Improved Initiative, Weapon Focus (assault rifle) or Weapon Focus (submachine gun), Point Blank Shot, Toughness

Skills: Balance +10, Intimidate +5, Jump +10, Knowledge (tactics) +4, Listen +4, Spot +4, Tumble +8

Organization: Solitary, pair or squad (3 – 10)

Advancement: Assault Troopers advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 4 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the Soldier's.

Also, each 3 HD provides one additional stat point. Their Shield HP increase by 2 for each new additional HD.

Morality: Paragon +0, Renegade +30

EQUIPMENT

Gravity Boots

Shock Baton: This weapon is attached to one of their armor's gauntlets, allowing them to draw it with a free action. One the attack is made, the weapon immediately retracts.

The weapon is considered a light melee weapon and it is attached to the Trooper Armor so it cannot be removed as an independent weapon.

Trooper Armor: Each trooper possesses an armor that is specific to him (it is attached to his implants) that provides them with little Shield HP (2 Shield HP per HD). It does, however, provide him with +2 bonus on all saves, a +1 bonus on all attack rolls and has HP DR 1. This armor possesses boosters in the torso and feet, which also allows him to drop from up to 50 ft and land safely on the ground (not falling damage and he don't end prone), but it consumes one action to descend with such boosters.

Since this armor is specific to each trooper, and is attached to the trooper's implants, it cannot be removed without special procedures that only the most important Cerberus stations and base possess.

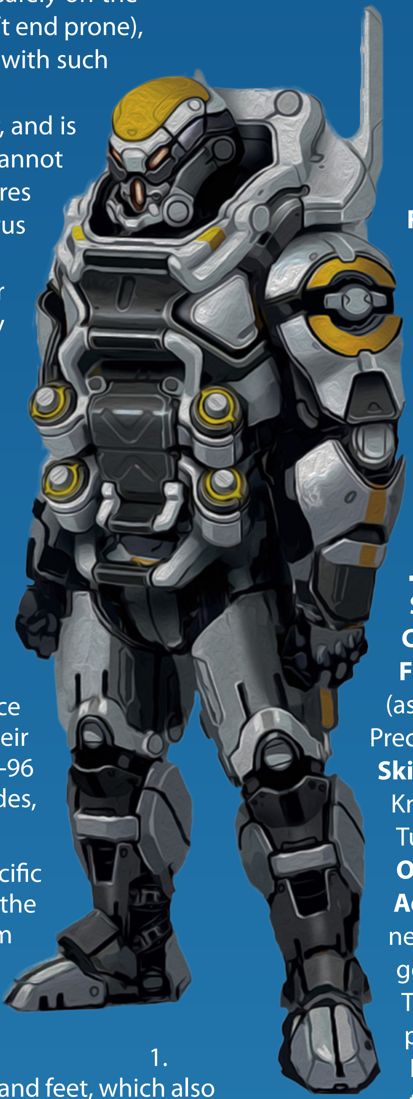
This armor also allows the assault trooper to see through smoke without any penalty.

Grenades: 3 grenades

Centurion

Centurions are Cerberus's front-line tacticians. They are meant to enact the Illusive Man's strategic goals, although it is clear that they have leeway to adapt as an encounter develops.

The only useful intelligence that the Alliance has gathered on centurions relates to their armament. Each centurion carries an M-96 Mattock heavy rifle and uses smoke grenades, leaving enemies vulnerable to crossfire.



Cerberus Centurions possess an armor specific for each individual (that is attached to the individual's implants) that provides them with Shield HP (5 Shield HP per HD). It also provides them with +2 bonus on all saves, a +2 bonus on all attack rolls and has Shield HP DR 1 and HP DR 1. This armor possesses boosters in the torso and feet, which also allows them to drop from up to 50 ft and land safely on the ground (not falling damage and they don't end prone), but it consumes one action to descend with such boosters. This armor also allows them to see through smoke without any penalty.

CENTURION CR 4

XP 1.200

Medium organic (human)

Senses: Listen +8, Spot +8

Initiative: +7

Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12

Shield HP: 35 **Shield HP DR:** 1

HP: 71 (7d10+21+7) **HP DR:** 1

Immunities: fear effects

Fortitude: +10 **Reflex:** +7 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +7/+9

Space/Reach: 5 ft/5 ft

Weapon: M-96 Mattock (SA 2, R -2, ammo 16, 70 ft)

One-Shot: +12

Double-Tap: +10

Auto-Fire 1st action: +10

Auto-Fire 2nd action: +8

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×3

Damage: 1d8

Weapon: Shock Baton

Melee Attack: +10

Critical: 20/×2

Damage: 1d3+1d6+2; +2d6 vs Shield HP

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 16 **Int:** 12 **Wis:** 12 **Cha:** 10

Feats: Improved Initiative, Weapon Focus (assault rifle), Point Blank Shot, Toughness, Precise Shooting, Alertness^{B}

Skills: Balance +10, Intimidate +5, Jump +10, Knowledge (tactics) +9, Listen +8, Spot +8, Tumble +9

Organization: Solitary, pair or squad (3 – 10)

Advancement: Centurions advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 4 skill points per level (this includes the bonus from Intelligence). Their class skill are the same as the Soldier's.

Also, each 3 HD provides one additional stat point. Their Shield HP increase by 5 for each new additional HD.

Morality: Paragon +0, Renegade +50

EQUIPMENT

Gravity Boots

Shock Baton: This weapon is attached to one of their armor's gauntlets, allowing them to draw it with a free action. One the attack is made, the weapon immediately retracts.

The weapon is considered a light melee weapon and it is attached to the Centurion Armor so it cannot be removed as an independent weapon.

Centurion Armor: Each centurion possesses an armor that is specific to him (it is attached to his implants) that provides them with some Shield HP (5 Shield HP per HD). It does, however, provide him with +1 bonus on all saves, a +1 bonus on all attack rolls and has Shield HP DR 1 and HP DR 1. This armor possesses boosters in the torso and feet, which also allows him to drop from up to 50 ft and land safely on the ground (not falling damage and he don't end prone), but it consumes one action to descend with such boosters.

Since this armor is specific to each centurion, and is attached to the trooper's implants, it cannot be removed without special procedures that only the most important Cerberus stations and base possess.

This armor also allows the centurion to see through smoke without any penalty.

Grenades: 3 smoke grenades + 3 grenades

Combat Engineer

Cerberus combat engineers are specialized support units that assist primary forces while staying out of the line of fire. They wear lighter armor than the typical Cerberus combatant, using a modified mesh that allows greater mobility. Under cover and out of sight, engineers focus on setting up and maintaining turrets as well as repairing mechanical units or armored allies. When confronted, they return fire only for as long as it takes them to find cover again and let front-line combat personnel take over.

Although engineers are not particularly dangerous on their own, the Alliance specifically warns troops to remain alert for turrets, which can mow down an entire squad while the engineer escapes.

COMBAT ENGINEER CR2

XP 600

Medium organic (human)

Senses: Listen +10, Spot +10

Initiative: +7

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11

Shield HP: 25 **Shield HP DR:** 0

HP: 36 (5d8+10) **HP DR:** 0

Immunities: fear effects

Fortitude: +5 **Reflex:** +9 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4

Space/Reach: 5 ft/5 ft

Weapon: M-5 Phalanx (SA 2, R -3, ammo 12, 30 ft)

One-Shot: +8

Double-Tap: +5

Auto-Fire 1st action: +5

Auto-Fire 2nd action: +2

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×2

Damage: 1d6; +2 against Shield HP

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 14 **Int:** 14 **Wis:** 14 **Cha:** 10

Feats: Improved Initiative, Weapon Focus (pistol), Open Minded, Skill Focus (repair)

Skills: Damping +8, Decryption +8, Electronics +12, Hacking +10, Jump +3, Knowledge (physics) +10, Knowledge (technology) +10, Listen +10, Repair +15, Spot +10, Tumble +8

Organization: Solitary, pair or squad (2 – 4)

Advancement: Combat Engineers advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 7 skill points per level (this includes the bonus from Intelligence). Their class skill are the same as the Engineer's.

Also, each 3 HD provides one additional stat point. Their Shield HP increase by 5 for each new additional HD.

Morality: Paragon +0, Renegade +30

SPECIAL ABILITIES

Deploy Turret: Combat engineers carry turrets on their backs that must be deployed in order to become active. Deploying a turret takes 1 free action but the turret itself requires 1 action to become combat-able.

Combat engineers can also repair their turret (or the turret from another combat engineer or an Atlas) that is already deployed. Reparing it takes 1 action, allowing them to repair the turret by an amount equal to their Repair modifier (no skill check or special equipment is necessary). The combat engineer must be adjacent to the turret in order to repair it.

EQUIPMENT

Gravity Boots

Combat Engineer Armor: Each combat engineer possesses an armor that is specific to him (it is attached to his implants) that provides them with some Shield HP (5 Shield HP per HD). It does, however, provide him with +2 bonus on all saves and a +1 bonus on all attack rolls. This armor possesses boosters in the torso and feet, which also allows him to drop from up to 50 ft and land safely on the ground (not falling damage and he don't end prone), but it consumes one action to descend with such boosters.

Since this armor is specific to each combat engineer, and is attached to the trooper's implants, it cannot be removed without special procedures that only the most important Cerberus stations and base possess.

This armor also allows the combat engineer to see through smoke without any penalty.

TURRET CR 2

XP 600
Medium mechanical
Senses: Detects all enemies within 50 ft
Initiative: +6
Speed: 0 ft

DEFENSE STATISTICS

Defense: 10, touch 10, flat-footed 10
Shield HP: 30 **Shield HP DR:** 1
Plating HP: 36 (5d8+10) **Plating HP DR:** 1
HP: 1 **HP DR:** 0
Immunities: fear effects
Fortitude: +6 **Reflex:** - **Will:** +1

OFFENSE STATISTICS

Base Attack/Grapple: +5/ N/A
Space: 5 ft
Weapon: Mass accelerator weapon (A 4, R -2, ammo infinite, 50 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +8
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: +8
Full-Auto Fire 2nd action: +6
Full-Auto Fire 3rd action: +4
Critical: 20/×2
Damage: 1d6

GENERAL STATISTICS

Str: 10 **Dex:** 16 **Con:** 14 **Int:** 2 **Wis:** - **Cha:** -
Feats: Improved Weapon Focus (mass accelerator machine)^{B}, Improved Initiative^{B}
Skills: -
Organization: -
Advancement: Turrets do not possess advancement. More improved turrets should instead gain bonus to attack rolls, damage and Shield HP and/or Plating HP.
Morality: Paragon +0, Renegade +50

SPECIAL ABILITIES

Armored: A turret possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant him HP grants her instead Plating HP.

SPECIAL FEATURES

Stationary: Being stationary, this turret cannot make Reflex saves, always has a Defense of 10 and its speed is always 0 ft.

No Reach: Turrets do not threaten any area because they cannot make melee attacks.

Guardian

Guardians, the Cerberus equivalent of human tanks, are slow-moving soldiers who carry enormous polycrystalline-composite shields. The weight of the shield requires an armored suit equipped with hydraulic assists and a dedicated power supply. Combining this exceptional protection with a suite of enviromapping systems, guardians focus on flanking opponents to flush them from cover.

A Guardian's slow but relentless approach is intended to demoralize enemies as well as draw their fire, but rip away their shield, and guardians become little more than cannon fodder.

GUARDIAN CR 2

XP 600
Medium organic (human)
Senses: Listen +6, Spot +6
Initiative: +7
Speed: 10 ft (30 ft base)

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 10 **Shield HP DR:** 0
HP: 52 (5d10+15+5) **HP DR:** 1
Immunities: fear effects
Fortitude: +9 **Reflex:** +6 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7
Space/Reach: 5 ft/5 ft

Weapon: M-358 Talon (SA 2, R -2, ammo 4, 20 ft)
One-Shot: +10
Double-Tap: +8
Auto-Fire 1st action: +8
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 1d12; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

Weapon: Shock Baton
Melee Attack: +8
Critical: 20/×2
Damage: 1d3+1d6+2; +2d6 vs Shield HP

Weapon: Guardian Shield

Melee Attack: +8
Critical: 20/×2
Damage: 1d3+2d6+2

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 16 **Int:** 12 **Wis:** 12 **Cha:** 10

Feats: Improved Initiative, Weapon Focus (pistol), Point Blank Shot, Toughness

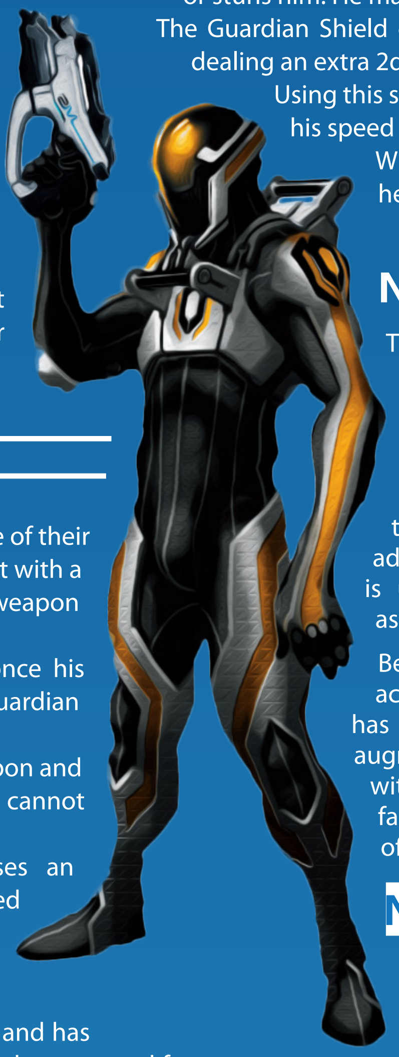
Skills: Balance +10, Intimidate +5, Jump -2 (+10 without guardian shield), Knowledge (tactics) +4, Listen +4, Spot +4, Tumble +8

Organization: Solitary, pair or squad (2 – 6)

Advancement: Guardians advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 4 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the Soldier's.

Also, each 3 HD provides one additional stat point. Their Shield HP increase by 2 for each new additional HD.

Morality: Paragon +0, Renegade +30



EQUIPMENT

Gravity Boots

Shock Baton: This weapon is attached to one of their armor's gauntlets, allowing them to draw it with a free action. One the attack is made, the weapon immediately retracts.

The guardian only uses the shock baton once his shield has been removed. Until then, the guardian uses the shield as a melee weapon.

The weapon is considered a light melee weapon and it is attached to the Guardian Armor so it cannot be removed as an independent weapon.

Guardian Armor: Each guardian possesses an armor that is specific to him (it is attached to his implants) that provides them with little Shield HP (2 Shield HP per HD). It does, however, provide him with +2 bonus on all saves, a +1 bonus on all attack rolls and has HP DR 1. This armor possesses boosters in the torso and feet, which also allows him to drop from up to 50 ft and land safely on the ground (not falling damage and he don't end prone), but it consumes one action to descend with such boosters.

Since this armor is specific to each guardian, and is attached to the trooper's implants, it cannot be removed without special procedures that only the most important Cerberus stations and base possess.

This armor also allows the guardian to see through smoke without any penalty.

Guardian Shield: Guardians carry a massive shield that they use as cover. This shield provides 75% chance of negating critical hits and sneak attacks and provides massive cover against opponents in front of it.

Best judgement is required to handle the bonuses the shield provides. The front can be determined by drawing a 60-ft cone and continuing it to the infinite. Against all within that area, the guardian has the indicated bonuses. However, you as the GM may rule that a character not standing exactly at the side, or behind, the guardian still has to deal with the shield, so the guardian can still gain cover bonus to Defense and Reflex saves, and a smaller chance to negate critical hits and sneak attacks.

A guardian loses his shield when caught by any ability that forces him to move, makes him fly, forces him to go prone, freezes him or stuns him. He may also remove the shield with 1 action.

The Guardian Shield can also be used to perform melee attacks, dealing an extra 2d6 points of damage

Using this shield also slows down the guardian, reducing his speed to 10 ft.

When used as a weapon, it is considered a heavy melee weapon.

Nemesis

The nemesis is a Cerberus sniper specialist. Customized implants allow the nemesis to withstand the crippling kickback of the M-98 Widow antimateriel rifle, turning a redoubtable opponent into a force capable of inflicting instant death. A suite of high-tech scanning equipment makes the sniper adept at maintaining cover, meaning a nemesis is usually spotted only after opening fire – assuming the target survives the first round.

Because of self-destruct mechanisms that activate upon the sniper's death, the Alliance has never retrieved an example of nemesis augmentation technology. This fact, combined with Cerberus forces' penchant for suicide when faced with capture, has made scientific study of their implants impossible.

NEMESIS CR 5

XP 1.800
Medium organic (human)
Senses: Listen +13, Spot +13
Initiative: +8
Speed: 30 ft

DEFENSE STATISTICS

Defense: 16 (+4 Dex, +2 from BAB), touch 16, flat-footed 12

Shield HP: 56 **Shield HP DR:** 0
HP: 31 (8d8-8) **HP DR:** 0
Immunities: fear effects
Fortitude: +3 **Reflex:** +12 **Will:** +6

OFFENSE STATISTICS

Base Attack/Grapple: +8/+10
Space/Reach: 5 ft/5 ft

Weapon: Cerberus Widow + Laser Dot (SS, R none, ammo 1, 300 ft)
One-Shot: +16
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×4
Damage: 3d10

GENERAL STATISTICS

Str: 16 **Dex:** 18 **Con:** 8 **Int:** 16 **Wis:** 14 **Cha:** 10
Feats: Improved Initiative, Weapon Focus (sniper rifle), Point Blank Shot, Precise Shooting, Improved Precise Shooting
Skills: Balance +14, Bluff +10, Climb +11, Damping +10, Decryption +10, Diplomacy +2, Disguise +0 (+2 to act in character), Electronics +10, Hide +20, Intimidate +2, Jump +11, Knowledge (tactics) +8, Listen +13, Move Silently +20, Piloting +8, Spot +13, Tumble +15
Organization: Solitary, pair or squad (2 – 4)
Advancement: Nemesis advance by gaining new HD, as normal. They possess good BAB, good Reflex and bad Fortitude and Will saves. They gain feats normally and gain 8 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the Infiltrator's.

Also, each 3 HD provides one additional stat point. Their Shield HP increase by 7 for each new additional HD.

Morality: Paragon +0, Renegade +50

POWER STATISTICS

Assassination rank 3
Times per Encounter: 2 *Cooldown:* 4 actions
Crititical Threat Range: +2 *Duration:* 3 actions

SPECIAL ABILITIES

Improved Time Slow: Whenever the nemesis uses the Aiming action with a sniper rifle, her optic enhancements work together with neural and muscular implants granting her an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever the nemesis uses the Aiming action with a sniper rifle. It lasts 4 actions and provides her a +4 bonus to attack (+1 per 2 HD). In addition, while this ability lasts the Critical Threat Range of the sniper rifle the nemesis wields increases by 1.

EQUIPMENT

Gravity Boots

Nemesis Armor: Each Nemesis possesses an armor that is specific to her (it is attached to her implants) that provides them with Shield HP (7 Shield HP per HD). It also provide her with +2 bonus on all saves, a +1 bonus on all attack rolls and +5 bonus on Hide and Move Silently checks. This armor possesses boosters in the torso and feet, which also allows her to drop from up to 50 ft and land safely on the ground (not falling damage and he don't end prone), but it consumes one action to descend with such boosters.

Since this armor is specific to each nemesis, and is attached to the trooper's implants, it cannot be removed without special procedures that only the most important Cerberus stations and base possess.

This armor also allows the nemesis to see through smoke without any penalty.

Cerberus Widow: The weapon carried by a nemesis resembles an M-98 Widow on all accounts except one: it only works for that specific nemesis. Once the implants on the nemesis and the weapon's software soft interacting, the weapon's software self-erases it and burns most the important hardware of the weapon, rendering it useless.

Phantom

Phantoms are agile Cerberus agents with a wide array of offensive and defensive capabilities, including particular specialization in evasive maneuvers and firing from cover. Although intelligence on their implants still evades the Alliance, phantoms are known to be able to create a personal barrier for greater protection.

Monomolecular blades and biotic shielding allow phantoms to engage in close-quarters combat, and phantoms can briefly cloak in order to recover from injuries. Because of this ability, the Alliance recommends personal confirmation of a phantom's death.

PHANTOM CR 6

XP 2.400
Medium organic (human)
Senses: Listen +14, Spot +14
Initiative: +6
Speed: 35 ft

DEFENSE STATISTICS

Defense: 20 (+6 Dex, +3 from BAB, +1 Dodge), touch 20, flat-footed 13
Shield HP: 63 **Shield HP DR:** 2
HP: 44 (9d8) **HP DR:** 0
Immunities: fear effects
Fortitude: +7 **Reflex:** +14 **Will:** +9

OFFENSE STATISTICS

Base Attack/Grapple: +9/+11
Space/Reach: 5 ft/5 ft

Weapon: Palm Blaster (SA 3, R -2, ammo infinite, 20 ft)

One-Shot: +15
Double-Tap: +13
Auto-Fire 1st action: +13
Auto-Fire 2nd action: +11
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6

Weapon: Monomulecular Blade
Melee Attack: +11
Critical: 18-20/×2
Damage: 1d3+2d6+2

POWER STATISTICS

Tactical Cloak rank 3
Damage Bonus: +1 (+1d6 with sniper; +1d6 with melee)
Duration: 5 actions *Cooldown:* 1 action

GENERAL STATISTICS

Str: 14 **Dex:** 22 **Con:** 10 **Int:** 12 **Wis:** 14 **Cha:** 10
Feats: Dodge, Greater Fortitude , Iron Will, Fleet, Mobility, Spring Attack, Improved Critical (heavy melee weapon)^{B}
Skills: Balance +16, Bluff +8, Climb +10, Damping +10, Decryption +10, Diplomacy +2, Disguise +0 (+2 to act in character), Hide +18, Intimidate +2, Jump +12, Knowledge (tactics) +6, Listen +14, Move Silently +18, Piloting +6, Spot +14, Tumble +18
Organization: Solitary, pair or squad (2 – 4)
Advancement: Phantom advance by gaining new HD, as normal. They possess Good BAB, good Reflex and bad Fortitude and Will saves. They gain feats normally and gain 8 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the Infiltrator's.
Also, each 3 HD provides one additional stat point. Their Shield HP increase by 7 for each new additional HD.
Morality: Paragon +0, Renegade +60

SPECIAL ABILITIES

Barrier Gauntlet: With 1 action, a phantom can create a barrier to block off incoming fire. It does so by extending the hand, as if it was going to fire through her palm blaster, only instead a semi-visible force field is created. This field provides the phantom with three-quarters cover. However, like the guardian shield, it points to a specific direction (see the Guardian NPC for more information).

Against fire from heavy weapons, this gauntlet proves useless, so the phantom does not gain the cover bonus against those weapons.

Impale: If the phantom attacks, with her blade, an unprotected organic, it automatically impales the target killing it instantly.

Cloak Affinity: A phantom can use the Tactical Cloak power at will. She does not require tech points in order to use this power. The power has the statistics presented above.

EQUIPMENT

Gravity Boots

Phantom Armor: Each Phantom possesses an armor that is specific to her (it is attached to her implants) that provides them with Shield HP (7 Shield HP per HD). It also provide her with +2 bonus on all saves and Shield HP DR 2. This armor possesses boosters in the torso and feet, which also allows her to drop from up to 50 ft and land safely on the ground (not falling damage and he don't end prone), but it consumes one action to descend with such boosters.

Since this armor is specific to each phantom, and is attached to the trooper's implants, it cannot be removed without special procedures that only important Cerberus bases possess.

This armor also allows the phantom to see through smoke without any penalty.

This armor allows the phantom to fire with her palm blaster and to create a barrier gauntlet.

The Shield HP provided by the armor is actually created by the phantoms inherent biotic powers. It focuses those powers to generate an effect similar to Barrier, but with greater DR and without the speed reduction. This, however, makes these Shield HP count as Barrier for the purpose of determining certain effects that target the phantom's Shield HP. It can also be detonated.

Collector Forces

The Collectors are an enigmatic race that live beyond the Omega 4 Relay, a mass relay within the same system as Omega, in the Terminus Systems. They are rarely seen in the Terminus itself, let alone Citadel space, and are generally regarded as a myth by Citadel citizens. Definite sightings of Collectors have been made on Omega every few centuries. They are most well known for their odd trade requests for which they offer new technologies, often of a startling level of advancement. Their requests usually involve the trade of living beings in odd numbers and varieties, such as two dozen left-handed salarians, sixteen sets of batarian twins, a krogan born of parents from feuding clans, or two dozen "pure" quarians – quarians that have never left the Migrant Fleet due to illness, importance to the fleet, or disability. One of their current interests is in healthy human biotics. No one knows what happens to the individuals concerned after the exchange is completed.

The Collectors resemble human-sized bipedal insects with a chitinous exo-skeleton, four eyes, and a distinct, large, tapering head along with fully developed wings that allow them to fly over short distances. Each Collector appears to be little more than a drone with no distinctions between individuals. Although they do not appear to communicate vocally, since none are heard speaking, they have been heard to cry out in pain when shot or killed.

Shepard and his team discovered and proved the

Collectors were once Protheans repurposed by the Reapers, used in the last days of the Prothean cycle, and kept ever since then as tools. Since they suffered from prolonged exposure to indoctrination, the Collectors were genetically altered and outfitted with cybernetic replacements (that replace even entire organs like the digestive system).

The Collector forces are only available as enemies in campaigns set up until the end of the war with the Reapers.

Collector Forces are all organic and possess the following general rules:

- No advancement. Collector forces are created, not grown, and do not possess the ability to improve through experience.
- No Intelligence, Wisdom or Charisma scores. The Collector forces obey their masters without question or resistance. Their direct master is a Collector General that existed inside the Collector Homeworld, but is killed during the events of ME2. That general, however, was merely a puppet of the Reaper Harbinger, who can still order the rest of the Collector forces even without the general.
- Collector units do not have Renegade or Paragon points, since they have no personalities or minds of their own.
- No equipment, aside from weapons. Despite not using armor, they are not considered unarmored.

Seeker Swarm

Seeker swarms are technological devices used by the Collectors. They have the appearance of large light-brown insects, deployed in swarms from Collector ships. Once released, the swarms seek organic targets and sting them, leaving their prey in a paralytic stasis-like state. This allows the Collectors to disable the populace of entire colonies, whereupon they move in and gather the bodies for transportation.

SEEKER SWARM CR 5

XP 1.800
Huge mechanical swarm (swarm of 1.000 Tiny mechanicals)
Senses: Listen +8, Spot +8, Nightvision 60 ft
Initiative: +3
Speed: Fly 50 ft

DEFENSE STATISTICS

Defense: 13 (+5 Dex, -2 size), touch 13, flat-footed 8
HP: 25 (3d12) **HP DR:** 20
Immunities: immune to any power or ability that allows a **Will:** save; immunity to critical hits and sneak attacks
Fortitude: +1 **Reflex:** +6 **Will:** –

OFFENSE STATISTICS

Base Attack/Grapple: +2/–
Space/Reach: 5 ft/0 ft

Weapon: Swarm attack
Damage: 2d6

GENERAL STATISTICS

Str: 1 **Dex:** 20 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10
Feats: –
Skills: Listen +8, Spot +8
Organization: Solitary, pair or squad (3 – 10)
Advancement: None
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Swarm Traits: Being a swarm forces the Seeker Swarm to follow the following special rules:

- Seeker Swarms can be attacked by weapons.
- Seeker Swarms cannot be affected by Ammo Powers (though the bonus damage granted by those powers still affects them).
- Seeker Swarms cannot be chosen as specific targets for powers and abilities.
- Seeker Swarms take 50% more damage from area effects, such as fire hazards, powers that affect an area and even weapons that deal damage to an area more than one 5-ft square.
- Cannot be set on fire, frozen or fall under the effects of any power or ability that prevents them from moving (with exception of Singularity).
- Seeker Swarms attack by moving into the target's space. This movement provokes no AoO and the swarm automatically deals the damage from its swarm attack.
- Seeker Swarm attacks ignore Shield HP and Plating HP, dealing damage directly to normal HP.
- Seeker Swarms cannot pass through solid biotic fields or barriers. A creature inside a Biotic Shield Dome, or completely protected by a solid biotic field cannot be attacked by the swarm (since the swarm cannot pass through solid biotic fields, it cannot enter a Biotic Shield Dome, for example).

Stasis: If a Seeker Swarm deals damage to a creature, that creature is frozen in place through a special stasis. This stasis follows the same rules as the Stasis power but the stasis cannot be broken. It lasts for over 10 minutes. Affected creatures may attempt a Fortitude save DC 30 to avoid being trapped in this stasis. This save must be made every time the target takes damage from the Seeker Swarm.

Any creature under this stasis is left alone by any Seeker Swarm as their purpose is to trap targets under stasis, not kill them.

Distraction: Any creature not affected by Stasis, that starts the turn inside the area occupied by a Seeker Swarm, must make a Will save check DC 13 or becomes distracted from the constant flight and pinches of the tiny mechanical, losing 1 action that turn. Also, while inside the area occupied by the swarm, any creature attempting to use a power or make complex actions must use make a

Concentration check DC 12 + power rank or DC 15 for complex actions.

Collector Drone

Collector Drones are the common troopers of the Collector race.

COLLECTOR DRONE CR 2

XP 600
Medium organic (collector)
Senses: Listen +4, Spot +4, Nightvision 60 ft
Initiative: +3
Speed: 30 ft, fly 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 15 **Shield HP DR:** 0
HP: 47 (5d10+15) **HP DR:** 1
Immunities: fear effects, mind control, disease
Fortitude: +7 **Reflex:** +4 **Will:** +1

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7
Space/Reach: 5 ft/5 ft

Weapon: Collector Assault Rifle (A 4, R -2, ammo 28, 60 ft)
One-Shot: +9
Double-Tap: +7
Auto-Fire 1st action: +7
Auto-Fire 2nd action: +5
Full-Auto Fire 1st action: +7
Full-Auto Fire 2nd action: +5
Full-Auto Fire 3rd action: +3
Critical: 20/×2
Damage: 1d4; +1 vs Shield HP

POWER STATISTICS

Barrier rank 1
Damage Reduction: 1 *Detonation Damage:* 1d6
Speed Penalty: 10 ft *Detonation Radius:* 10 ft
Cooldown: 3 actions

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 16 **Int:** – **Wis:** – **Cha:** –
Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot, Alertness
Skills: Listen +4, Spot +4
Organization: Solitary, pair or squad (3 – 10)
Advancement: None
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Biotic Affinity: Collector Drones can use biotic powers without the need to spend biotic points. All other rules apply as normal.
Weapon Jamming: When the Collector Drone dies, there is a 65% chance the Collector Assault Rifle he wielded jams and becomes completely non-function, with no hope of repair.
Barrier Shields: The Shield HP of a Collector Drone count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.

Collector Assassin

Collector Assassins are the long-range marksmen of the Collectors. Though undistinguishable from other collectors, once they start firing one can easily make out their beam weapon. They start with 100% of Heavy Weapon Ammo.

COLLECTOR ASSASSIN CR 3

XP 900
Medium organic (collector)
Senses: Listen +8, Spot +8, Nightvision 60 ft
Initiative: +3
Speed: 30 ft, fly 30 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12
Shield HP: 30 **Shield HP DR:** 0
HP: 55 (6d10+18) **HP DR:** 1
Immunities: fear effects, mind control, disease
Fortitude: +8 **Reflex:** +5 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +6/+8
Space/Reach: 5 ft/5 ft

Weapon: Collector Particle Beam (A 10, R 0, ammo infinite, 60 ft)
One-Shot: Heavy Weapon's check
Double-Tap: Heavy Weapon's check
Auto-Fire 1st action: Heavy Weapon's check
Auto-Fire 2nd action: Heavy Weapon's check
Full-Auto Fire 1st action: Heavy Weapon's check
Full-Auto Fire 2nd action: Heavy Weapon's check
Full-Auto Fire 3rd action: Heavy Weapon's check
Critical: 20/×2
Damage: 1d4; +1 vs Shield HP; -1 vs Plating (not multiplied on a critical hit).

POWER STATISTICS

Barrier rank 1
Damage Reduction: 1 *Detonation Damage:* 1d6
Speed Penalty: 10 ft *Detonation Radius:* 10 ft
Cooldown: 3 actions

GENERAL STATISTICS

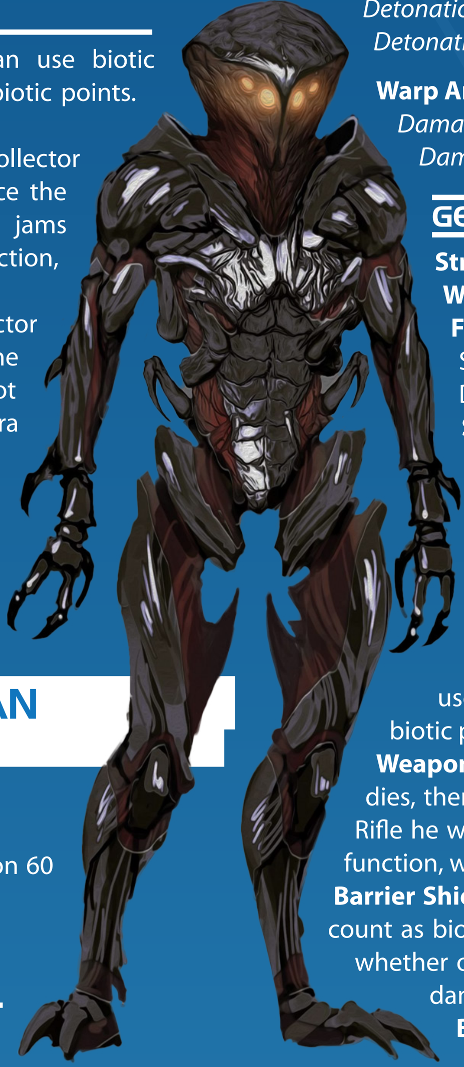
Str: 14 **Dex:** 16 **Con:** 16 **Int:** – **Wis:** – **Cha:** –
Feats: Precise Shooting, Point Blank Shot, Alertness, Skill Focus (Heavy Weapons)
Skills: Heavy Weapons +10, Listen +8, Spot +8
Organization: Solitary or pair
Advancement: None
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Biotic Affinity: Collector Assassins can use biotic powers without the need to spend biotic points. All other rules apply as normal.

Weapon Jamming: When the Collector Assassin dies, there is an 85% chance the Collector Particle Beam he wielded jams and becomes completely non-function, with no hope of repair.

Barrier Shields: The Shield HP of a Collector Assassin count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.



Collector Guardian

Collector Guardians are elite Collector combatants.

COLLECTOR GUARDIAN CR 4

XP 1.200
Medium organic (collector)
Senses: Listen +12, Spot +12, Nightvision 60 ft
Initiative: +4
Speed: 30 ft, fly 30 ft

DEFENSE STATISTICS

Defense: 17 (+4 Dex, +2 from BAB, +1 Dodge), touch 17, flat-footed 12
Shield HP: 50 **Shield HP DR:** 1
HP: 64 (7d10+21) **HP DR:** 1
Immunities: fear effects, mind control, disease
Fortitude: +8 **Reflex:** +6 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +7/+9
Space/Reach: 5 ft/5 ft

Weapon: Collector Guardian Rifle (B 4, R -2, ammo 28, 60 ft)
One-Shot: N/A
Double-Tap: N/A
Auto-Fire 1st action: +10
Auto-Fire 2nd action: +8
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6; +1 vs Shield HP

POWER STATISTICS

Barrier rank 1
Damage Reduction: 1
Detonation Damage: 1d6 *Speed Penalty:* 10 ft
Detonation Radius: 10 ft *Cooldown:* 3 actions

Warp Ammo rank 1
Damage Bonus: +1 *Damage Bonus vs. flying:* +1
Damage Bonus vs. Barrier: +1

GENERAL STATISTICS

Str: 14 **Dex:** 18 **Con:** 16 **Int:** –
Wis: – **Cha:** –
Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot, Alertness, Dodge
Skills: Listen +12, Spot +12
Organization: Solitary, pair or squad (3 – 6)
Advancement: None
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Biotic Affinity: Collector Guardians can use biotic powers without the need to spend biotic points. All other rules apply as normal.

Weapon Jamming: When the Collector Guardian dies, there is a 100% chance the Collector Guardian Rifle he wielded jams and becomes completely non-function, with no hope of repair.

Barrier Shields: The Shield HP of a Collector Guardian count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.

Ballistic Shield: 3/encounter, the Collector Guardian is capable of creating an oval-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains Three-quarters cover bonus (this is because its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has a Defense of 5 and a total of 30 Shield HP. The Collector Guardian can fire freely through the shield without damaging it. Characters larger than Medium reduce the cover bonus by one step per size increment, to a minimum of One-quarter cover bonus (so Large characters only gain One-half cover bonus and Huge or larger characters only One-quarter cover bonus). Small or smaller creatures gain full cover from the barrier.

This ability has a cooldown of 10 actions.

Barrier Boost: 3/encounter, the Collector Guardian is capable of spending 1 action to regenerate 15 points of its Shield HP, even if the shields are down. This requires him to spend 2 consecutive actions. If damage is dealt to his HP, Shield HP or Plating he might have, this action fails but is expended. This ability has a cooldown of 10 actions.

Collector Captain

Collector Captains stand at the top of the collector ground forces.

COLLECTOR CAPTAIN CR 6

XP 2.400

Medium organic (collector)

Senses: Listen +12, Spot +12, Nightvision 60 ft

Initiative: +5

Speed: 30 ft, fly 30 ft

DEFENSE STATISTICS

Defense: 19 (+5 Dex, +3 from BAB, +1 Dodge), touch 19, flat-footed 13

Shield HP: 55 **Shield HP DR:** 1

HP: 89 (10d10+30) **HP DR:** 2

Immunities: fear effects, mind control, disease

Fortitude: +9 **Reflex:** +8 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +10/+12

Space/Reach: 5 ft/5 ft

Weapon: Collector Assault Rifle II (A 4, R -2, ammo 28, 60 ft)

One-Shot: +16

Double-Tap: +14

Auto-Fire 1st action: +14

Auto-Fire 2nd action: +12

Full-Auto Fire 1st action: +14

Full-Auto Fire 2nd action: +12

Full-Auto Fire 3rd action: +10

Critical: 19-20/×2

Damage: 1d4+0 (1 from variant); +1 vs Shield HP

POWER STATISTICS

Barrier rank 3

Damage Reduction: 2 *Detonation Damage:* 1d10

Speed Penalty: 10 ft *Detonation Radius:* 15 ft

Cooldown: 3 actions

Warp Ammo rank 1

Damage Bonus: +1 *Damage Bonus vs. flying:* +1

Damage Bonus vs. Barrier: +1

GENERAL STATISTICS

Str: 14 **Dex:** 20 **Con:** 16 **Int:** – **Wis:** – **Cha:** –

Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot, Alertness, Dodge, Improved Critical (assault rifle)

Skills: Listen +12, Spot +12

Organization: Solitary or pair

Advancement: None

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Biotic Affinity: Collector Captains can use biotic powers without the need to spend biotic points. All other rules apply as normal.

Weapon Jamming: When the Collector Captain dies, there is a 90% chance the Collector Assault Rifle he wielded jams and becomes completely non-function, with no hope of repair.

Barrier Shields: The Shield HP of a Collector Captain count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.

Ballistic Shield: 3/encounter, the Collector Captain is capable of creating an oval-shaped kinetic barrier. This kinetic barrier has a radius of 5-ft, and when a Medium character stands behind the barrier, it gains Three-quarters cover bonus (this is because its form doesn't provide complete cover). This barrier can be attacked normally and being a kinetic barrier it has only Shield HP. The barrier has a Defense of 5 and a total of 30 Shield HP. The Collector Guardian can fire freely through the shield without damaging it.

Characters larger than Medium reduce the cover bonus by one step per size increment, to a minimum of One-quarter cover bonus (so Large characters only gain One-half cover bonus and Huge or larger characters only One-quarter cover bonus). Small or smaller creatures gain full cover from the barrier.

This ability has a cooldown of 10 actions.

Barrier Boost: 3/encounter, the Collector Captain is capable of spending 1 action to regenerate 20 points of its Shield HP, even if the shields are down. This requires him to spend 2 consecutive actions. If damage is dealt to his HP, Shield HP or Plating he might have, this action fails but is expended.

This ability has a cooldown of 10 actions.

Release Seeker Swarm: One seeker swarm is always attached to a Collector Captain. With one action, the Collector Captain can release it at any time during the battle. If the Captain dies without the swarm being released, the swarm dies as well. The Swarm's CR is not included in the Collector Captain's CR.

Advanced Possession: When a Collector Captain is possessed, he becomes a far more powerful version of a Possessed Collector, with the following changes:

- The Possessed Collector can use the Collector Captain's Barrier power.
- The Possessed Collector gains +20 Plating HP and +10 Shield HP. His saves also increase by +1
- If the Collector Captain has not released the Seeker

Swarm before being possessed, then the new possessed collector can released it. That swarm also comes empowered with +15 HP and deals 3d6 damage instead.

- The Harbinger's blast deals 8d6 points of damage instead of 6d6.
- The Possessed Collector's CR increases by +1

Possessed Collector

While possessing the Collector General directly, the Reaper Harbinger can also control an individual Collector soldier in combat. This soldier gains a substantial advantage in strength, as well as the use of biotic abilities. The soldier whose body is possessed by Harbinger starts to crack open showing magma-like appearances on the skin.

After the Collector General is killed, at the end of the events of ME2, Harbinger still maintains the ability to possess a collector but only those standing on a planet the Reaper or a Collector Ship is.

Harbinger can only possess a Collector Drone, Collector Assassin or a Collector Guardian. He may also possess a Collector Captain but that carries a different result (see Collector Captain). Once the possession starts it takes 2 actions to finish (during that time the creature is seen writhing in pain and glowing in a bright yellow light). During that time the creature can be damaged but not hindered or moved by powers and abilities (during the possession time, the creature is already using the statistics of a Possessed Collector). Once finished, the possessed creature turns into the one here described (because this turns a collector into a new creature with full-health, Harbinger usually uses this on the weakest most damaged collector on the battlefield). If a Possessed Collector dies, Harbinger must wait 2 actions before he can possess another.

POSSESSED COLLECTOR CR 6

XP 1.200

Medium organic (collector)

Senses: Listen +14, Spot +14, Nightvision 60 ft

Initiative: +3

Speed: 30 ft, fly 30 ft

DEFENSE STATISTICS

Defense: 17 (+3 Dex, +3 from BAB, +1 Dodge), touch 17, flat-footed 13

Shield HP: 60 **Shield HP DR:** 1

Plating HP: 90 (9d10+27 + 9) **Plating HP DR:** 1

HP: 1 **HP DR:** 1

Immunities: fear effects, mind control, disease

Fortitude: +11 **Reflex:** +8 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +9/+11

Space/Reach: 5 ft/5 ft

Weapon: Ranged Touch

Attack +12

POWER STATISTICS

Barrier rank 1

Damage Reduction: 1 *Detonation Damage:* 1d6

Speed Penalty: 10 ft *Detonation Radius:* 10 ft

Cooldown: 3 actions

Warp rank 3

Damage: 3d8 *Range:* 60 ft

Detonation Radius: 5 ft *Cooldown:* 2 actions

Biotic Nova rank 4 (Powerful Nova)

Fortitude Save DC: 22 Throw *Distance:* +10 ft

Damage: 5d6 +10 *Radius:* 15 ft

Cooldown: 3 actions

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 16 **Int:** – **Wis:** – **Cha:** –

Feats: Iron Will, Greater Fortitude , Lightning Reflexes, Dodge, Improved Plating, Biotic Focus (Biotic Nova), Alertness

Skills: Listen +14, Spot +14

Organization: Solitary, pair or squad (3 – 6)

Advancement: None

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Biotic Affinity: Possessed Collector can use biotic powers without the need to spend biotic points. In addition, the cooldown of each power only affects that specific power (so, for example, is a possessed collector uses a Biotic Nova, he can use a Barrier in the following action). All other rules apply as normal.

Harbinger Blast: A possessed collector has a special slow-moving biotic attack similar to warp, only the blast is like a dark-colored energy ball. This attack requires a ranged touch attack to hit the target. Once it connects, it explodes dealing 6d6 points of damage to the target and anyone in a 10-ft radius, regardless of protections and the battlefield disposition (so even a wall cannot prevent this damage). If the attack fails to hit the target's Defense, the blast travels in a straight line until it moves out of range or connects with a surface.

Creatures affected stagger 5 ft back and must make a Reflex save DC 15 or catch fire, taking 1d6 points of damage per action.

The target of this ability gains twice movement bonus to Defense.

This ability has a range of 100 ft and a cooldown of 2 actions.

Disintegration: When killed, the Possessed Collector disintegrates taking any weapon it wields with it.

Barrier Shields: The Shield HP of a Possessed Collector count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.

Possessed Ability Scores: Though a Collector has no Intelligence, Wisdom and Charisma scores, a Possessed Collector still applies a +5 modifier on any check or feature that uses one of those three scores, since it has part of Harbinger's mind in control of the body.

Scion

The Scion is a type of Husk. It is made from three human Husks fused together and grafted around a single mass effect/biotic weapon on the left arm. The blue 'sacks' on their backs contain redundant organs and element zero sources to provide power for their weapons and shockwaves. Scions operate alone or in pairs, hanging back as Husks and Abominations rush ahead. Less mobile than other Husk variants, Scions provide ranged fire support, lumbering behind the wave of attackers while firing weapons and discharging biotic attacks.

SCION CR 7

XP 3.600
Large organic/synthetic
Senses: Listen +8, Spot +8, Nightvision 60 ft
Initiative: +4
Speed: 15 ft

DEFENSE STATISTICS

Defense: 11 (-1 size, +2 from BAB), touch 11, flat-footed 11
Plating HP: 88 (10d8+30+10) **Plating HP DR:** 2
HP: 1 **HP DR:** 2
Immunities: poison, disease, fear effects
Fortitude: +11 **Reflex:** +7 **Will:** +7

OFFENSE STATISTICS

Base Attack/Grapple: +7/+15
Space/Reach: 10 ft/10 ft

Weapon: *Shoulder-mounted cannon (see text)*
Attack: +10

GENERAL STATISTICS

Str: 18 **Dex:** 10 **Con:** 16 **Int:** 6 **Wis:** 12 **Cha:** –
Feats: Lightning Reflexes, Iron Will, Greater Fortitude , Improved Plating, Improved Initiative, Alertness
Skills: Listen +8, Spot +8
Organization: Solitary or pair
Advancement: None
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: A scion possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant it HP grants Plating HP instead.

Shoulder-Mounted Cannon: A scion attacks by shooting with its shoulder-mounted cannon. The blast is released in a form similar to a Shockwave. Basically the attack follows the same rules as a Shockwave Rank 1 to determine its area of effect but the cascade range is always 60 ft and the damage dealt is 6d8.

This attack, unlike a normal Shockwave, does not sent creatures flying, and it does not affect reaper creatures. Creatures affected are unable to regain Shield HP for a period of 3 actions.

In addition, an attack roll is required. Only one roll is made and it is compared against the Defense of all affected creatures. Those with a Defense score higher the scion's attack roll, take only 1/2 the damage. Because the shockwaves are relatively slow, creatures gain twice movement bonus to Defense.

Despite the similarities, the cannon does not fire a biotic power and this cannot be used to detonate other powers.

Unlike a normal attack, the scion can only use this attack once per round, and requires 1 action to use it.

Blast Wave: When a creature stands within the scion's threatened area, it does not make any melee attack against the creature. Instead, it releases, with 1 action, a powerful energy wave that deals 10d6 (+50% against Shield HP) to any non-reaper creature within that area. Other scions are also immune to this ability.

This ability can be used at will but only once per round.

Praetorian

The Praetorian is a slow-moving flying Collector construction. It consists of thirty deformed Husks fused together, and has a strong barrier and powerful armor (acting as its health), giving it high durability.

PRAETORIAN CR 10

XP 9.600
Large organic/synthetic
Senses: Listen +10, Spot +10, Nightvision 60 ft
Initiative: +6
Speed: 60 ft (outside combat); 15 ft (while in combat)

DEFENSE STATISTICS

Defense: 14 (+2 Dex, +3 from BAB, -1 size), touch 14, flat-footed 12
Shield HP: 82 (13×4+30) **Shield HP DR:** 3
Plating HP: 100 (13d8+26+12) **Plating HP DR:** 3
HP: 1 **HP DR:** 3
Immunities: poison, disease, fear effects, mind control
Fortitude: +10 **Reflex:** +8 **Will:** +6

OFFENSE STATISTICS

Base Attack/Grapple: +9/+18
Space/Reach: 10 ft/10 ft

Weapon: Twin Particle Beam (A 4, R 0, ammo infinite, 60 ft)
One-Shot: +10
Double-Tap: +10
Auto-Fire 1st action: +10

Auto-Fire 2nd action: +10
Full-Auto Fire 1st action: +10
Full-Auto Fire 2nd action: +10
Full-Auto Fire 3rd action: +10
Critical: 20/×2
Damage: 1d12

Weapon: Claw
Melee Attack: +14
Critical: 20/×2
Damage: 2d8+5

POWER STATISTICS

Death Choir
Damage: 6d6 *Radius:* 30 ft
Cooldown: 3 actions

GENERAL STATISTICS

Str: 20 **Dex:** 12 **Con:** 15 **Int:** 10 **Wis:** 14 **Cha:** –
Feats: Lightning Reflexes^B, Iron Will^B, Greater Fortitude^B, Improved Plating^B, Improved Critical (claw)^B, Weapon Focus (claw)^B, Improved Initiative^B, Weapon Focus (Twin Particle Beams)^B
Skills: Listen +10, Spot +10
Organization: Solitary or pair
Advancement: None
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature
Barrier Shields: The Shield HP of a praetorian count as biotic powers for the purpose of determining whether or not certain powers or abilities deal extra damage against them.
Armored: A praetorian possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant it HP grants Plating HP instead.
Ground Slam: A praetorian can slam it's body into the ground with strength enough to cause a shockwave that affects anyone within 15 ft of it. Affected creatures take 1d10+5 points of damage, are pushed back only 5 ft and must make a Fortitude save DC 15 or be stunned for 1 action (the next action of their next turn)
Death Choir: A praetorian can create a powerful version of the Biotic Nova power. This version doesn't require it to use any biotic points and its cooldown only affects the Death Choir, so after using this power the praetorian can use any other it possesses.
This power is in all aspects similar to the Biotic Nova with a few major differences:
- It does not apply any Throw effect on those affected by this power.
- It has a much larger area of effect.
- It deals greater damage.
- All creatures affected are pushed back only 5 ft and stunned for 1 action (the next action of their next turn)
- Praetorians scream when using this power. The screech has no in-game effect.
- During the execution of this power the praetorian is invulnerable.
- After this power is used, the praetorian's Shield HP are restored to maximum.
- A Death Choir is always and only performed on the ground immediately after using Ground Slam
- The praetorian can use this power at will.

Drones

Drones are small, lightly-armed combat robots equipped with very small mass effect fields that allow them to levitate. They are also equipped with basic VI programming allowing them to adapt to changing situations on the battlefield, and have a small amount of shielding.

Combat drones tend to be deployed in wings as 'cannon fodder', creating distractions for marines to operate safely. Soldiers refer to friendly drones as 'flocks' and enemy drones as 'swarms'.

Drones are mechanicals that follow different rules:

- Mechanical units do not gain class levels. Instead they gain Mechanical Levels. These levels have a d12 HD, medium BAB, good Fortitude save and bad Reflex and Will saves.
- Once they reach 0 HP, they are considered as being dead.
- Drones have Shield HP equal to 15×HD.
- The Intelligence score of Mechanicals refers only to the "intellect" of their Vis, which is usually fairly limited.
- Mechanicals gain no Skill Points.
- Drones have a specific skill modifier, equal to their HD, for the following skills: Heavy Weapons, Listen and Spot. Their Intelligence modifier is not considered for their skill modifiers (treat it as Int mod +0).
- Mechanical units do not gain feats, ammo proficiencies or ability score increases due to increasing in HD. They, however, can have bonus feats and a character can add special software to mechanical units that effectively grants them feats. The maximum number of additional software a mechanical unit can have is always equal to their Intelligence score.
- Mechanical units are proficient with whatever weapon they possess in their description.
- Mechanical units possess no Charisma score. They cannot use any Charisma-based skill nor can they be target of any Charisma-based skill.
- Drones are immune to critical hits and sneak attacks.
- Mechanical units are immune to poisons and diseases and are far more resistant to radiation effects than organics, gaining a +10 bonus on all checks made against and because of radiation effects.
- Mechanical units do not suffer from fumble effects on attacks, but a natural 1 on an attack roll from a Mechanical unit is still an automatic failure.
- Mechanicals units do not gain Renegade nor

Paragon points.

- Drones can have the same software has normal mechs. They cost 1000 credits per HD of the drone.
- Drones cannot make melee attacks and as such do not threaten any area. Because of this, they have no reach entry.

ASSAULT DRONE CR 1

XP 300
Medium mechanical (drone)
Senses: Listen +4, Spot +4, Nightvision 60 ft
Initiative: +2
Speed: Fly 50 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex), touch 14, flat-footed 10
Shield HP: 30 (15×HD) **Shield HP DR:** 0
HP: 18 (2d12) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects
Immunities: poison, disease, critical hits and sneak attacks.
Fortitude: +3 **Reflex:** +4 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +1/+2
Space/Reach: 5 ft/5 ft

Weapon: Drone Machine Gun (A 6, R -2, ammo infinite, 60 ft)
One-Shot: +7
Double-Tap: +5
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: +5
Full-Auto Fire 2nd action: +3
Full-Auto Fire 3rd action: +1
Critical: 20/×2
Damage: 1d4+1

GENERAL STATISTICS

Str: 14 **Dex:** 18 **Con:** 10 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}, Improved Weapon Focus^{B}
Skills: Listen +4, Spot +4
Organization: Solitary, pair or flock (3 – 8)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0
Ability Points: 6

ROCKET DRONE CR 1

XP 300
Medium mechanical (drone)
Senses: Listen +3, Spot +3, Nightvision 60 ft
Initiative: +2
Speed: Fly 50 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex), touch 12, flat-footed 10
Shield HP: 30 (15×HD) **Shield HP DR:** 0
HP: 18 (2d12) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects
Immunities: poison, disease, critical hits and sneak attacks.
Fortitude: +3 **Reflex:** +2 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +1/+2
Space/Reach: 5 ft/5 ft

Weapon: Rocket Launcher (SS, R none, ammo infinite, for range see ML-77 Missile Launcher special rules)
One-Shot: Heavy Weapon's check
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 5d6 (1/2 to adjacent creatures)

GENERAL STATISTICS

Str: 14 **Dex:** 14 **Con:** 10 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}, Skill Focus (Heavy Weapons)^{B}
Skills: Heavy Weapons +7, Listen +3, Spot +3
Organization: Solitary, pair or flock (3 – 6)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0
Ability Points: 6

GETH DRONE CR 2

XP 600
Small mechanical (drone)
Senses: Listen +3, Spot +3, Nightvision 60 ft
Initiative: +3
Speed: Fly 50 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 size), touch 15, flat-footed 12
Shield HP: 30 (15×HD) **Shield HP DR:** 0
HP: 18 (2d12) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects
Immunities: poison, disease, critical hits and sneak attacks.
Fortitude: +3 **Reflex:** +3 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +1/+3
Space/Reach: 5 ft/5 ft

Weapon: Drone Pulse Rifle (A 8, R -1, ammo 80, 60 ft)
One-Shot: +7

Double-Tap: +6
Auto-Fire 1st action: +6
Auto-Fire 2nd action: +5
Full-Auto Fire 1st action: +6
Full-Auto Fire 2nd action: +5
Full-Auto Fire 3rd action: +4
Critical: 20/×2
Damage: 1d4+1;+1 vs Shield HP

POWER STATISTICS

Tactical Cloak rank 3
Damage Bonus: +1 (+1d6 with sniper; +1d6 with melee)
Duration: 10 actions *Cooldown:* 1 action

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 10 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}
Skills: Heavy Weapons +2, Listen +3, Spot +3
Organization: Solitary, pair or flock (3 – 6)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0
Ability Points: 6

SPECIAL ABILITIES

Stealth Affinity: A Geth Drone's Tactical Cloak power has a cooldown of 1 action and a duration two times the normal duration. The drone can use this power even without Tech Points.

Infinite Ammo: The Geth Drone possesses infinite ammo. However, after 80 shots are made, the weapon must cooldown for 1 action, during which it cannot be used.

GETH BOMBER CR 2

XP 600
Tiny mechanical (drone)
Senses: Listen +3, Spot +3, Nightvision 60 ft
Initiative: +3
Speed: Fly 50 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 size), touch 15, flat-footed 12
Shield HP: 30 (15×HD) **Shield HP DR:** 0
HP: 18 (2d12) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects
Immunities: poison, disease, critical hits and sneak attacks.
Fortitude: +3 **Reflex:** +3 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +2/+5
Space/Reach: 5 ft/5 ft

Weapon: Shock Attack
Single Attack: +7
Critical: 20/×2
Damage: 1d6

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 10 **Int:** 6 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}
Skills: Listen +3, Spot +3
Organization: Solitary, pair or flock (3 – 6)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0
Ability Points: 6

SPECIAL ABILITIES

Bombing Run: Once every two rounds, the Geth Bomber can make a bombing run. During this action, the Geth Bomber moves in a straight 30 ft line (it must be able to move that line, otherwise it cannot make the bombing run) dropping 4 grenades in that line, each at least 5 ft apart from the other. Any character can make a Rolling Dodge DC 15 to move out of the blast radius.

Infinite Grenades: The Geth Bomber possesses infinite grenades.

DISRUPTION DRONE CR 1/2

XP 150
Small mechanical (drone)
Senses: Listen +4, Spot +4
Initiative: +3
Speed: Fly 40 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, +1 size), touch 14, flat-footed 11
Shield HP: 15 (15×HD) **Shield HP DR:** 0
HP: 0 **HP DR:** 0
Resistances: +10 bonus vs. radiation effects
Immunities: poison, disease, critical hits and sneak attacks.
Fortitude: +2 **Reflex:** +2 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +1/+3
Space/Reach: 5 ft/5 ft

Weapon: Kamizake Attack
Single Attack: +3
Damage: 1d6 or 4d6 (see below)

GENERAL STATISTICS

Str: 14 **Dex:** 14 **Con:** 10 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}
Skills: Listen +4, Spot +4
Organization: Solitary, pair or flock (3 – 6)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0
Ability Points: 6

SPECIAL ABILITIES

Holographic: A disruption drone is an holographic drone, similar to the one created by the Combat Drone power. Because its main purpose is to find enemies and kamikaze against them, it has very few Shield HP and possesses 0 HP meaning if they lose their Shield HP they are automatically destroyed.

Kamikaze Attack: When a disruption drone finds an enemy, and is able to start an action adjacent to a target not behind cover, it uses that action to use its kamikaze attack against the target. The drone launches itself against the target and is destroyed in the process. However, if it hits, it deals 4d6 damage in a 5-ft radius area to all characters with Shield HP, or 1d6 points of damage to those without Shield HP.

Even if it misses the target, the drone collides with the square the character occupied but in that event the target can make a Reflex save (DC equals attack roll of the drone) to take only 1/2 the indicated damage.

The target may make a rolling dodge to completely avoid taking damage from the drone.

Cheap: Disruption drones are quite cheap, costing only 300 credits. But they must be deployed with one action, in a square adjacent to the one carrying it. They occupy the space of a grenade when carried by a character. Once deployed, the drone will follow the character that deployed for 1 minute, after which it dissipates.

Military Personnel

All races possess some form of military force. It might be one huge military group that defends the entire race and its controlled systems, like the Human Alliance, or it might be several factions that answer to different leaders, like the Krogan Clans. This next section provides general information on several military NPCs. Each of these NPCs can also be used to represent an armored C-Sec Trooper or Guard, but only Turians, Asari, Salarians and Humans are accepted into the Citadel Security.

HUMAN ALLIANCE PRIVATE CR 1/3

XP 100

Medium organic (human) **Class:** Soldier lvl 2

Senses: Listen +3, Spot +3

Initiative: +3

Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10

Shield HP: 15 **Shield HP DR:** 0

HP: 19 (2d10+4) **HP DR:** 0

Fortitude: +9 (only +5 vs. environmental effects)

Reflex: +7 (only +3 vs. environmental effects)

Will: +1

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3

Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)

One-Shot: +7

Double-Tap: +4

Auto-Fire 1st action: +4

Auto-Fire 2nd action: +1

Full-Auto Fire 1st action: +4

Full-Auto Fire 2nd action: +1

Full-Auto Fire 3rd action: -2

Critical: 20/×2

Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1

Damage Bonus: +1 *Stun Duration:* 1 action

Fortitude Save DC: 10 + 1 per successful shot of current action

Incendiary Ammo rank 1

Damage Bonus: +1

Reflex Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1

Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10

Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot

Skills: Balance +5, Intimidate +3, Jump +3, Knowledge (tactics) +2, Listen +3, Repair +2, Spot +3

Organization: Solitary, pair or squad (3 – 10)

Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 4 HD. A Lieutenant 6 HD. A Captain 8 HD. A Major 10 HD. A Colonel 12 HD. A General 15 HD. Better gear also comes with higher ranks

Morality: Paragon +10, Renegade +10

Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Human Alliance Private can spend 1 action to regenerate 12 points of the armor's Shields.

This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 1 grenade

Armor: Onyx Light Armor (Arms - +1 bonus on all attack rolls)

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Omni-Tool

BATARIAN HEGEMONY SOLDIER CR 1/3

XP 100

Medium organic (batarian) **Class:** Soldier lvl 2

Senses: Listen +2, Spot +5

Initiative: +3

Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10

Shield HP: 10 **Shield HP DR:** 0

HP: 21 (2d10+6) **HP DR:** 0

Fortitude: +10 (only +6 vs. environmental effects)

Reflex: +7 (only +3 vs. environmental effects)

Will: +0

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3

Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)

One-Shot: +6

Double-Tap: +3

Auto-Fire 1st action: +3

Auto-Fire 2nd action: +0

Full-Auto Fire 1st action: +3

Full-Auto Fire 2nd action: +0

Full-Auto Fire 3rd action: -3

Critical: 20/×2

Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1

Damage Bonus: +1

Stun Duration: 1 action

Fortitude Save DC: 10 + 1 per successful shot of current action

Incendiary Ammo rank 1

Damage Bonus: +1

Reflex Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1

Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 16 **Int:** 10 **Wis:** 10 **Cha:** 10

Feats: Weapon Focus (assault rifle), Point Blank Shot

Skills: Intimidate +3, Knowledge (tactics) +2, Listen +2, Repair +2, Spot +5

Organization: Solitary, pair or squad (3 – 10)

Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 4 HD. A Lieutenant 6 HD. A Captain 8 HD. A Major 10 HD. A Colonel 12 HD. A General 15 HD. Better gear also comes with higher ranks

Morality: Paragon +10, Renegade +10

Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 1/encounter, the Batarian Hegemony Soldier can spend 1 action to regenerate 12 points of the armor's Shields. This ability has a cooldown of 10 actions.

EQUIPMENT

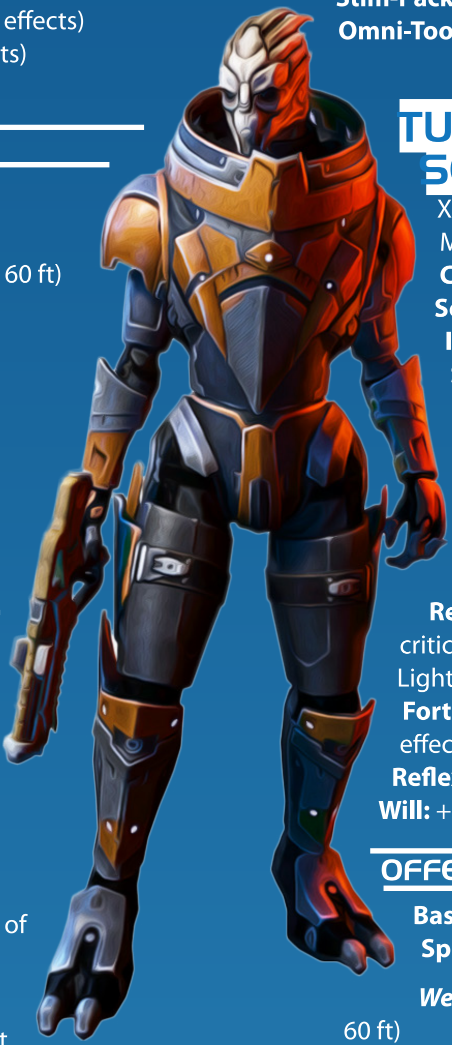
Grenades: 1 grenade

Armor: Mercenary Light Armor (carries +2 extra Thermal Clips)

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Stim-Pack: Painkillers (+5 temporary HP)

Omni-Tool



TURIAN HIERARCHY SOLDIER CR 1/3

XP 100

Medium organic (turian)

Class: Soldier lvl 2

Senses: Listen +3, Spot +2

Initiative: +3

Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10

Shield HP: 15 **Shield HP DR:** 0

HP: 17 (2d10+2) **HP DR:** 1

Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor); +4 vs. radiation effects.

Fortitude: +8 (only +4 vs. environmental effects)

Reflex: +7 (only +3 vs. environmental effects)

Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +2/+3

Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)

One-Shot: +6

Double-Tap: +3

Auto-Fire 1st action: +3

Auto-Fire 2nd action: +0

Full-Auto Fire 1st action: +3

Full-Auto Fire 2nd action: +0

Full-Auto Fire 3rd action: -3

Critical: 20/×2

Damage: 1d4

Weapon: Phaeston (A 5, R -2, ammo 50, 60 ft)

One-Shot: +6

Double-Tap: +4

Auto-Fire 1st action: +4
Auto-Fire 2nd action: +2
Full-Auto Fire 1st action: +4
Full-Auto Fire 2nd action: +2
Full-Auto Fire 3rd action: +0
Critical: 20/×3
Damage: 1d5

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

Incendiary Ammo rank 1
Damage Bonus: +1
Reflex Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 13 **Dex:** 15 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (assault rifle), Point Blank Shot
Skills: Intimidate +3, Knowledge (tactics) +4, Listen +2, Piloting +2, Repair +2, Spot +5
Organization: Solitary, pair or squad (3 – 10)
Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 4 HD. A Lieutenant 6 HD. A Captain 8 HD. A Major 10 HD. A Colonel 12 HD. A General 15 HD. Better gear also comes with higher ranks
Morality: Paragon +10, Renegade +10
Ability Points: 12

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Turian Hierarchy Soldier can spend 1 action to regenerate 12 points of the armor's Shields. This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 1 grenade
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Omni-Tool

SALARIAN STG TROOPER CR 1

XP 300
Medium organic (salarian) **Class:** Infiltrator lvl 4
Senses: Listen +6, Spot +8
Initiative: +4
Speed: 35 ft (35 ft base, +5 from armor, -5 from load), swim 20 ft

DEFENSE STATISTICS

Defense: 14 (+4 Dex, +1 from BAB, -1 from load), touch 14, flat-footed 10
Shield HP: 20 **Shield HP DR:** 0
HP: 21 (4d8) **HP DR:** 0
Fortitude: +7 (only +3 vs. environmental effects)
Reflex: +12 (only +8 vs. environmental effects)
Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4
Space/Reach: 5 ft/5 ft

Weapon: M-9 Tempest (A 10, R -4, ammo 50, 40 ft)
One-Shot: +8
Double-Tap: +4
Auto-Fire 1st action: +4
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: +4
Full-Auto Fire 2nd action: +0
Full-Auto Fire 3rd action: -4
Critical: 20/×2
Damage: 1d4; +1 against Shield HP (multiplied on a critical hit); -1 against Plating (not multiplied on a critical hit)

Weapon: M-92 Mantis (SS, R none, ammo 1, 200 ft)
One-Shot: +7
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 3d8

POWER STATISTICS

Tech Points: 10

Overload rank 1
Will Save DC: 15 *Stun Duration:* 1 action
Damage to Shields/Synthetics: 2d6
Damage to Organics: 1d6
Cooldown: 4 actions *Cost:* 1 tech point

Incinerate rank 2
Damage: 2d8 +1d8 per action in flames
Damage to Plating: +50%
Cost: 2 tech points *Cooldown:* 4 actions

Sabotage rank 2
Will Save DC: 14 *Duration:* 1 actions
Cooldown: 4 actions *Cost:* 2 tech points

Disruptor Ammo rank 3
Damage Bonus: +2 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

Assassination rank 1
Times per Encounter: 1 *Cooldown:* 6 actions
Crititical Threat Range: +1 *Duration:* 2 actions

GENERAL STATISTICS

Str: 10 **Dex:** 18 **Con:** 10 **Int:** 14 **Wis:** 12 **Cha:** 9

Feats: Weapon Focus (submachine gun), Point Blank Shot, Precise Shooting, Greater Fortitude (from Unique Specialization)

Skills: Balance +3, Damping +7, Decryption +7, Disguise +1, Electronics +9, Hacking +4, Hide +6, Jump +4, Listen +6, Move Silently +6, Repair +4, Search +9, Spot +8, Survival +1 (+3 to follow tracks), Tumble +6; load check penalty -3

Organization: Solitary, pair or squad (3 – 10)

Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 5 HD. A Lieutenant 7 HD. A Captain 9 HD. A Major 11 HD. A Colonel 13 HD. A General 16 HD. Better gear also comes with higher ranks

Morality: Paragon +15, Renegade +15

Ability Points: 13

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Salarian STG Trooper can spend 1 action to regenerate 14 points of the armor's Shields.

This ability has a cooldown of 10 actions.

Time Slow: Whenever the Salarian STG Trooper uses the Aiming action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever he uses the Aiming action with a sniper rifle. It lasts 2 actions and provides him a +2 bonus to attack. In addition, while this ability lasts the Critical Threat Range of the sniper rifle the Salarian STG Trooper wields increases by 1.

SPECIAL FEATURES

Negative Charisma: Weak Personality

EQUIPMENT

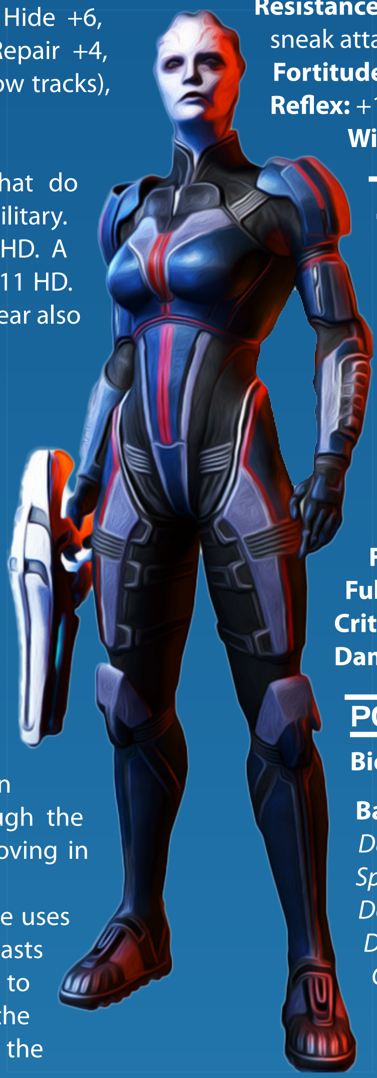
Grenades: 1 grenade

Armor: Explorer Light Armor (Visor – +2 bonus to Spot and Search checks; Chest – Reduces Hazardous level by 1; Legs – +5 ft to base speed)

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Omni-Tool

ASARI TROOPER CR 1/2



XP 150
Medium organic (asari) **Class:** Asari Huntress lvl 3
Senses: Listen +6, Spot +
Initiative: +36
Speed: 25 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex), touch 13, flat-footed 10
Shield HP: 15 **Shield HP DR:** 1
HP: 17 (3d8) **HP DR:** 2
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +5 (only +1 vs. environmental effects)
Reflex: +10 (only +6 vs. environmental effects)
Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +2/+2
Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)
One-Shot: +6
Double-Tap: +3
Auto-Fire 1st action: +3
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: +3
Full-Auto Fire 2nd action: +0
Full-Auto Fire 3rd action: -3
Critical: 20/×2
Damage: 1d4

POWER STATISTICS

Biotic Points: 11 (1 in maintenance from Barrier)

Barrier rank 1
Damage Reduction: 1 (applied in statistics)
Speed Penalty: 10 ft (applied in statistics)
Detonation Radius: 10 ft
Detonation Damage: 1d6
Cooldown: 3 actions
Cost/Maintenance: 1 biotic point

Warp rank 1
Damage: 3d8 *Range:* 60 ft
Detonation Radius: 5 ft
Cooldown: 3 actions *Cost:* 3 biotic points

Throw rank 1
Fortitude Save DC: 16 *Cost:* 1 biotic point
Thrown Distance: 10 ft *Cooldown:* 2 actions
Damage: 2d6

Warp Ammo rank 1
Damage Bonus: +1 *Damage Bonus vs. flying:* +1
Damage Bonus vs. Barrier: +1

Overkill rank 3
Times per Encounter: 1 *Duration:* 3 actions
Recoil Penalty: halved *Cooldown:* 3 actions

GENERAL STATISTICS

Str: 13 **Dex:** 15 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10

Feats: Weapon Focus (assault rifle), Extra Biotics, Fleet

Skills: Balance +5, Biotics +7, Climb +2, Diplomacy +4, Jump +1, Knowledge (tactics) +6, Listen +6, Spot +6

Organization: Solitary, pair or squad (3 – 10)

Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 5 HD. A Lieutenant 7 HD. A Captain 9 HD. A Major 11 HD. A Colonel 13 HD. A General 15 HD. Better gear also comes with higher ranks

Morality: Paragon +10, Renegade +10

Ability Points: 13

EQUIPMENT

Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Omni-Tool

UA-1 Biotic Amp

KROGAN CLAN WARRIOR CR 1

XP 300
Medium organic (krogan) **Class:** Soldier lvl 4
Senses: Listen +3, Spot +4
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, +1 from BAB), touch 13, flat-footed 11
Shield HP: 15 **Shield HP DR:** 0
Plating HP: 16 (Con 14+1/2 HD) **Plating HP DR:** 1
HP: 34 (4d10+8) **HP DR:** 1

Regenerative Abilities: regeneration 3

Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor); +5 bonus on saves against temperature effects, radiation and poisons

Fortitude: +10 (only +6 vs environmental effects)

Reflex: +7 (only +3 vs environmental effects)

Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +4/+6
Space/Reach: 5 ft/5 ft

Weapon: M-23 Katana (SA 1, R -4, ammo 5, 20 ft)
One-Shot: +7
Double-Tap: +3
Auto-Fire 1st action: +3
Auto-Fire 2nd action: -1
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3

Damage: 2d6; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Disruptor Ammo rank 3
Damage Bonus: +2 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Carnage rank 3
Times per Encounter: 1 *Range:* 60 ft
Blast Radius: Adjacent creatures *Cooldown:* 3 actions
Damage Dealt: Critical damage +1d6

GENERAL STATISTICS

Str: 14 **Dex:** 14 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 7

Feats: Weapon Focus (shotgun), Improved Regeneration, Greater Bashing, Point Blank Shot (from Unique Specialization)

Skills: Balance +4, Diplomacy -5, Intimidate +6, Jump +6, Listen +3, Repair +2, Spot +4, Tumble +3

Organization: Solitary, pair or squad (2 – 5)

Advancement: by class. However, those that do advance generally gain new ranks in the clan. A squad leader, for example, should have 7 HD. A Commander 10 HD. A War Leader 13 HD. A Clan Leader 16 HD. Better gear also comes with higher ranks

Morality: Paragon +0, Renegade +20

Ability Points: 12

SPECIAL ABILITIES

Krogan Charge: When the Krogan Clan Warrior charges, he deals an extra 1d8+4 points of damage with the melee attack

Shield Boost: 2/encounter, the Krogan Clan Warrior can spend 1 action to regenerate 14 points of the armor's Shields.

This ability has a cooldown of 10 actions.

SPECIAL FEATURES

Negative Charisma: Ugly

Redundant Systems: When victim of a critical hit, Krogan Clan Warriors take a penalty of -2 Intelligence, Wisdom and Charisma and must make a Will save DC 15 every minute or enter in a rage called "Blood Haze" where he sees everyone as hostile. During that rage, he gains +2 bonus to Str and Constitution. This lasts for 1 hour. Cumulative critical hits do not result in a cumulative penalty.

EQUIPMENT

Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)

Grenades: 3 grenades
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Omni-Tool

QUARIAN MARINE CR 1/2

XP 150
Medium organic (quarian)
Class: Soldier lvl 3
Senses: Listen +3, Spot +3
Initiative: +3
Speed: 25 ft (30 ft base, -5 from load)

DEFENSE STATISTICS

Defense: 12 (+4 Dex, +1 from BAB, -1 from load), touch 13, flat-footed 10
Shield HP: 15 **Shield HP DR:** 0
HP: 24 (3d10+3) **HP DR:** 1
Resistances: +25% chance of negating critical hits and sneak attacks (from Scorpion Light Armor)
Fortitude: +8 (only +4 vs. environmental effects)
Reflex: +8 (only +4 vs. environmental effects)
Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4
Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)
One-Shot: +7
Double-Tap: +4
Auto-Fire 1st action: +4
Auto-Fire 2nd action: +1
Full-Auto Fire 1st action: +4
Full-Auto Fire 2nd action: +1
Full-Auto Fire 3rd action: -2
Critical: 20/×2
Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

Overkill rank 3
Times per Encounter: 1 *Duration:* 3 actions
Recoil Penalty: halved *Cooldown:* 4 actions

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 12 **Int:** 14 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (assault rifle), Point Blank Shot, Precise Shooting
Skills: Balance +2, Electronics +5, First Aid +6, Jump +3, Knowledge (tactics) +4, Listen +3, Pilotin +4, Repair +6, Spot +3, Tumble +2; load check penalty -3
Organization: Solitary, pair or squad (3 – 8)
Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 5 HD. A Lieutenant 7 HD. A Captain 9 HD. A Major 11 HD. A Colonel 13 HD. A General 15 HD. Better gear also comes with higher ranks
Morality: Paragon +15, Renegade +5
Ability Points: 13

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Quarian Soldier can spend 1 action to regenerate 13 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 1 grenade
Armor: Scorpion Light Armor (+25% chance of negating critical hits and sneak attacks)
Stim-Pack: Mind Focusing Drugs (+1 Attack bonus)
Omni-Tool
First-Aid Dispenser: 3 Medi-Gel Kits

QUARIAN ENGINEER CR 1/2

XP 150
Medium organic (quarian)
Class: Quarian Machinist lvl 3
Senses: Listen +1, Spot +1
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 31 **Shield HP DR:** 0
HP: 13 (3d6) **HP DR:** 0
Fortitude: +5 (only +1 vs. environmental effects)
Reflex: +8 (only +4 vs. environmental effects)
Will: +4

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4
Space/Reach: 5 ft/5 ft

Weapon: M-3 Predator (SA 2, R -2, ammo 15, 30 ft)
One-Shot: +4
Double-Tap: +2
Auto-Fire 1st action: +2
Auto-Fire 2nd action: +0
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6

POWER STATISTICS

Tech Points: 12

Overload rank 1
Damage to Shields/Synthetics: 2d6
Stun Duration: 1 action
Damage to Organics: 1d6 *Will Save DC:* 15
Cooldown: 3 actions *Cost:* 1 tech point

Incinerate rank 2
Damage: 2d8 +1d8 per action in flames
Damage to Plating: +50%
Cooldown: 3 actions *Cost:* 2 tech points

Sabotage rank 1
Will Save DC: 16 *Duration:* 1 actions
Cooldown: 4 actions *Cost:* 2 tech points

Defense Drone rank 1
Drone Attack Range: 15 ft *Cost:* 2 tech points
Drone Attack Modifier: +6 *Duration:* 10 actions
Drone Attack Damage: 1d6 *Cooldown:* 2 actions

Combat Drone rank 1
Drone Defense: 15 *Drone Attack:* +6
Drone Shield HP: 20 *Attack Range:* 20 ft
Drone Damage: 2d6 *Cost:* 2 Tech points
Cooldown: 4 actions

Disruptor rank 1
Will Save DC: 16 *Radius:* 10 ft
Duration: 3 actions *Daze Duration:* 1 action
Cooldown: 7 actions *Cost:* 3 tech points

Disruptor Ammo rank 1
Damage Bonus: +1 *Stun Duration:* 1 action
Fortitude Save DC: 10 + 1 per successful shot of current action

GENERAL STATISTICS

Str: 10 **Dex:** 16 **Con:** 10 **Int:** 16 **Wis:** 12 **Cha:** 12
Feats: Extra Tech Training (Overload), Extra Tech Training (Disruptor), Improved Initiative
Skills: Damping +11, Decryption +11, Electronics +15, First Aid +6, Hacking +11, Knowledge (physics) +8, Knowledge (technology) +9, Repair +15, Search +8;
Check penalty: -3 (from Medium Load)
Organization: Solitary, pair or squad (3 – 8)
Advancement: by class. However, those that do advance generally gain new ranks in the military. A Sergeant, for example, should have 5 HD. A Lieutenant 7 HD. A Captain 9 HD. A Major 11 HD. A Colonel 13 HD. A General 15 HD. Better gear also comes with higher ranks
Morality: Paragon +15, Renegade +5
Ability Points: 13

SPECIAL ABILITIES

Shield Boost: 2/encounter, the Quarian Engineer can spend 1 action to regenerate 13 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Armor: Quarian Service Vest (+2 bonus to Repair, Electronics, Decryption, Damping and Hacking checks)
First-Aid Dispenser: 3 Medi-Gel Kits
Omni-Tool

Rachni

Though extinct ever since the rachni wars, the events of ME1 and ME3 may allow this race ro resurface. The following rachni creatures can be used as enemies, mindless and instinct-driven rachni separated from their psychic connection with the queen but only in campaigns where the queen was spared during the events of ME1. They can also be used in campaigns set during the Rachni Wars.

The rachni are a territorial race, determined to remain isolated from the rest of the galaxy. They normally inhabit extremely hazardous worlds, able to survive environments that would kill most sentient species. Should their territory be invaded on purpose or even by accident, they respond with swift and brutal force.

However, many make the mistake of underestimating the rachni as mindless animals when in fact the rachni are an extremely intelligent sentient species. The rachni achieved space flight and a form of cryogenic suspension, developed weapons and carved out a huge swathe of galactic territory. Far from being treated as disposable resources of the hive, rachni soldiers are carefully nurtured as part of the group.

The queens are the leaders of the rachni hive mind. Their ways of perception, thinking and communications seem to be different from that of other races, and based upon a synesthetic perception of sound as both sound and color. Rachni communication is geared towards frequencies beyond normal sonic range, and also makes use of a form of mind-to-mind information transfer - telepathy. They regard speech and thought as forms of music, as shown by the strange metaphors used when attempting to communicate, for example, "songs the color of oily shadow". The speech patterns used by them in such occasions are also unusual; "When we speak, one moves all". They refer to their manner of communication as "singing", which soothes and nurtures their young, and this appears to colour their entire psychology - for example, the rachni speak of death as "the great silence", and refer to their homeworld as the "singing planet". The rachni ability to genetically share knowledge across generations makes queens a vast repository of information.

Rachni are all organic and possess the following general rules:

- Medium BAB

- Good Fortitude save. Bad Reflex and Will saves.
- Skills and Feats: Rachni gain feats normally, as well as skill points. Their class skills are: Balance, Climb, Hide, Jump, Listen, Move Silently, Search, Spot, Survival and Swim. They gain 2 skill points per level plus their Intelligence modifier (minimum of 1). At 1st HD, the gain ×4 times the number of Skill Points (minimum of 4)
- Telepathic Link: If individual rachni are born and raised normally in the presence of the queen, they establish the telepathic connection to her and learn the ways of their society. This ability, coupled with their form of communication, allows them to easily "speak" with each other over distances up to 1 mile. If cut off from the queen at birth, they become no more than mindless territorial creatures controlled merely by instinct (their Intelligence score drops to 2).
- No morality scores.
- No equipment

Rachni Worker

Rachni Workers are tiny green rachni (similar to aphids) which usually act as a first wave for Rachni Soldiers. Acting in swarms, they rush up to the squad and explode in suicide attacks, causing heavy toxic damage which ignores shields. Rachni Workers are encountered in a few places in the galaxy. Given their name, they likely fill the niche occupied by workers in other hive species, tending to the needs of the queen.

RACHNI WORKER CR 1/8

XP 37
Tiny organic (rachni)
Senses: Listen +2, Spot +2, Telepathic Link
Initiative: +2
Speed: 15 ft, climb 15 ft

DEFENSE STATISTICS

Defense: 14 (+2 Dex,+2 size), touch 14, flat-footed 12
HP: 3 (1d8-5) **HP DR:** 0
Immunities: poison, disease, fear effects, mind control, pain effects
Fortitude: +2 **Reflex:** +2 **Will:** +0

OFFENSE STATISTICS

Base Attack/Grapple: +0/-11
Space/Reach: 2,5 ft/0 ft

Weapon: Suicide Attack
Damage: 1d4 + 1 per additional action for 6 actions

GENERAL STATISTICS

Str: 4 **Dex:** 14 **Con:** 1 **Int:** 1 **Wis:** 10 **Cha:** 1
Feats: -
Skills: Climb +10, Listen +2, Spot +2
Organization: Solitary, pair, pack (3 – 20) or horde (10 – 100)
Advancement: Workers have no advancement
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature

Suicide Attack: Rachni workers have one purpose: to damage the enemy by moving close and exploding. Due to their size they can move to the space occupied by an enemy creature, either by moving or jumping to that square. Doing so does not provoke AoO and automatically causes them to explode, dealing the damage listed above to anyone in that square and to creatures adjacent to that square.

Any character can also move through a square occupied by one or more workers but doing so causes them to automatically explode dealing the damage to the passing creature.

The worker's suicide attack deals an initial toxic damage and a lingering one for a short duration. This damage automatically bypasses Shield HP. In addition, the acid negates any form of regeneration the creature might have. If the affected creature is healed, the lingering damage stops.

Rachni Soldier

Rachni Soldiers are slower, but much larger creatures than Rachni Workers, with thin tentacles ending in little pods. These tentacles are used to impale enemies - the rachni can use weapons but prefer to use these tentacles to impale their victims. They can also spit acid, causing heavy toxic damage. Rachni Soldiers are cunning and like to ambush their enemies. They are most at home in vents and tunnels.

RACHNI SOLDIER CR 2

XP 600

Large organic (rachni)
Senses: Listen +8, Spot +8, Telepathic Link
Initiative: +7
Speed: 30 ft, climb 30 ft

DEFENSE STATISTICS

Defense: 13 (+3 Dex, +1 from BAB, -1 size), touch 13, flat-footed 10
HP: 41 (5d8+10+5) **HP DR:** 0
Immunities: poison, disease, fear effects, mind control, pain effects
Fortitude: +6 **Reflex:** +4 **Will:** +1

OFFENSE STATISTICS

Base Attack/Grapple: +3/+10
Space/Reach: 10 ft/10 ft
Weapon: Tentacles
Melee Attack: +7
Critical: 20/×2
Damage: 1d8+3
Weapon: Acid Spit
Melee Attack: +6
Range: 60 ft
Critical: 20/×2
Damage: 1d8 + 2 per action for 6 actions

GENERAL STATISTICS

Str: 16 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 14 **Cha:** 2
Feats: Weapon Focus (tentacle), Weapon Focus (acid spit), Improved Initiative, Toughness, Alertness^{B}
Skills: Climb +11, Listen +8, Spot +8, Survival +6
Organization: Solitary, pair or pack (3 – 10)
Advancement: 6 – 10 (Large)
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature
Acid Spit: This attack deals an initial toxic damage and a lingering one for a short duration. This damage automatically bypasses Shield HP. In addition, the acid negates any form of regeneration the creature might have. If the affected creature is healed, the lingering damage stops.

Rachni Brood Warrior

Rachni Brood Warriors are rachni who are much larger and stronger than normal Rachni Soldiers. They are the 'elder males' of the hive that usually mate with the queen. According to historical information, it is said that they only attack when the hive is particularly strained for warriors. The Brood Warrior has abilities comparable to a standard Rachni Soldier, although its attacks inflict more damage. It is also unique among rachni in that it possesses some biotic abilities.

RACHNI BROOD WARRIOR CR 6

XP 2.400
Large organic (rachni)
Senses: Listen +16, Spot +16, Telepathic Link
Initiative: +7
Speed: 40 ft, climb 40 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +2 from BAB, -1 size), touch 14, flat-footed 13
HP: 80 (9d8+27+9) **HP DR:** 1
Immunities: poison, disease, fear effects, mind control, pain effects
Fortitude: +9 **Reflex:** +6 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +6/+15
Space/Reach: 10 ft/10 ft

Weapon: *Tentacles*
Melee Attack: +12
Critical: 19-20/×2
Damage: 2d6+5

Weapon: Acid Spit
Melee Attack: +8
Range: 60 ft
Critical: 20/×2
Damage: 2d6 + 3 per action for 6 actions

POWER STATISTICS

Barrier rank 1
Damage Reduction: 1 *Detonation Damage:* 1d6
Speed Penalty: 10 ft *Detonation Radius:* 10 ft
Cooldown: 3 actions

Warp rank 2
Damage: 2d8+5 *Range:* 60 ft
Detonation Radius: 5 ft *Cooldown:* 2 actions

Stasis rank 2
Duration: 3 actions *Cooldown:* 3 actions
Stasis Strength: 20 *DR Bonus:* +3

GENERAL STATISTICS

Str: 20 **Dex:** 16 **Con:** 16 **Int:** 14 **Wis:** 14 **Cha:** 20
Feats: Weapon Focus (tentacle), Weapon Focus (acid spit), Improved Initiative, Improved Critical (tentacle), Toughness, Run, Alertness^{B}
Skills: Climb +11, Listen +16, Search +14, Spot +16, Survival +14
Organization: Solitary or pair
Advancement: 10 – 20 (Large)
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature
Acid Spit: This attack deals an initial toxic damage and a lingering one for a short duration. This

damage automatically bypasses Shield HP. In addition, the acid negates any form of regeneration the creature might have. If the affected creature is healed, the lingering damage stops.

Biotic Affinity: Rachni Brood Warriors can use biotic powers without the need to spend biotic points. All other rules apply as normal.

Kett

Kett are a dangerous race native to the Andromeda galaxy. They are brutal conquerors from an unknown area of Andromeda beyond the borders of the Heleus Cluster. Seemingly genderless, they prize physical supremacy and genetic dominance, assimilating conquered peoples. The kett believe their species is superior to all others, and as such, the conquered have two fates: either become Exalted, altered on a genetic level to become kett, or enslaved for the glory of the empire.

Physically, kett are taller and leaner than humans, walking in a digitigrade fashion. They have clouded eyes and no apparent lower jaw, with their head crowned by a large translucent dome. Their most distinctive feature is the osseous armor that covers their bodies. Speaking of bones: Kett have 332 bones in the body and double the amount of tastebuds compared to the average human.

Kett barely wear armor, instead their bone structure provides them with a significant resistance to damage, using their Constitution modifier as normal HP DR and Plating HP DR (if applicable). Since most kett don't wear significant armor, only a few have Shield HP.

The kett's biology allows them to withstand cold and heat environmental hazards with ease, reducing the level of those hazards by 2. It also allows them to breathe and survive in space up to 1 hour without the assistance of any equipment and makes them immune to diseases.

Chosen

Chosen are the front-line soldiers of the kett. They are equipped with assault rifles that fires phasma surrounded projectiles, and light armor that allow them to move and deploy rapidly. Chosen are disciplined and loyal soldiers, rarely questioning the orders from their superiors.

CHOSEN CR 2

XP 600
Medium organic (kett)
Senses: Listen +5, Spot +5
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, +1 from BAB), touch 13, flat-footed 11
HP: 52 (5d10+10+10) **HP DR:** 2
Fortitude: +6 **Reflex:** +3 **Will:** +1

OFFENSE STATISTICS

Base Attack/Grapple: +5/+7
Space/Reach: 5 ft/5 ft

Weapon: Zalkin (A 3, R -3, ammo 24, 50 ft)
One-Shot: +8
Double-Tap: +5
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +2
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2
Damage: 1d6

GENERAL STATISTICS

Str: 14 **Dex:** 14 **Con:** 14 **Int:** 10 **Wis:** 10 **Cha:** 10
Feats: Weapon Focus (assault rifle), Toughness, Improved Toughness, Alertness
Skills: Balance +11, Jump +6, Listen +5, Spot +5, Tumble +4
Organization: Solitary, pair or squad (3 – 10)
Advancement: Chosen advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 2 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the soldier.
Morality: Paragon +0, Renegade +0

EQUIPMENT

Grenades: 2 grenades

Anointed

Anointed appear to be of similar caste to the Chosen: infantry equipped with light armor. Anointed, however, wield heavy plasma cannons and shield themselves with kinetic barriers.

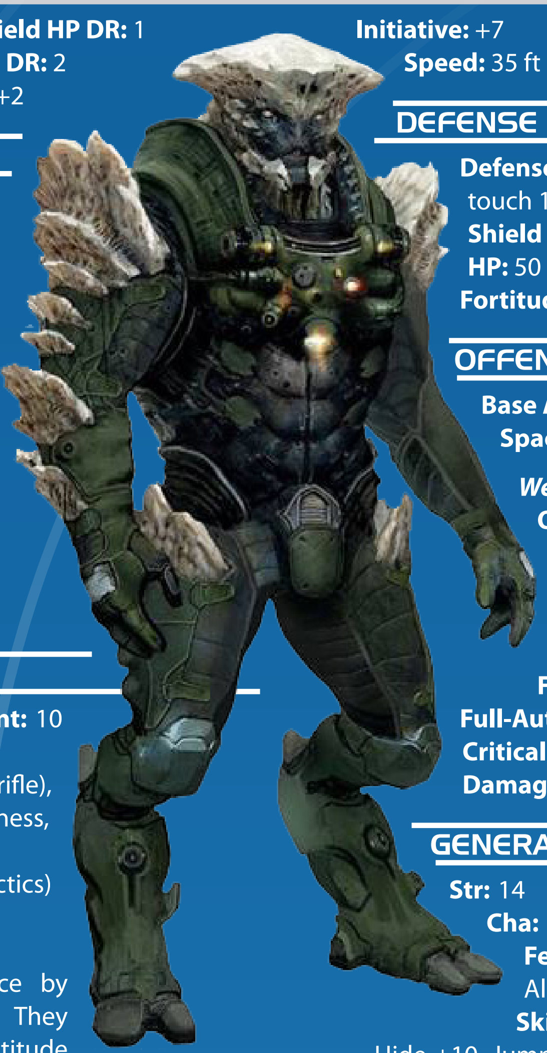
ANOINTED CR 3

XP 900
Medium organic (kett)
Senses: Listen +7, Spot +7
Initiative: +2
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+2 Dex, +2 from BAB), touch 14, flat-footed 12

Shield HP: 30 **Shield HP DR:** 1
HP: 61 (6d10+12+12) **HP DR:** 2
Fortitude: +7 **Reflex:** +4 **Will:** +2



OFFENSE STATISTICS

Base Attack/Grapple: +6/+9
Space/Reach: 5 ft/5 ft

Weapon: Soned (A 10, R -4, ammo 120, 60 ft)
One-Shot: +9
Double-Tap: +5
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +1
Full-Auto Fire 1st action: +5
Full-Auto Fire 2nd action: +1
Full-Auto Fire 3rd action: -3
Critical: 20/×2
Damage: 1d5

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 14 **Int:** 10 **Wis:** 10 **Cha:** 10
Feats: Weapon Focus (assault rifle), Toughness, Improved Toughness, Alertness
Skills: Balance +6, Knowledge (tactics) +4, Listen +7, Spot +7
Organization: Solitary or pair
Advancement: Anointed advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 2 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the soldier.
Morality: Paragon +0, Renegade +0

Destined

Destined are battlefield commanders. They rally kett infantry into tightly cohesive units, providing shield support and directing operations from the center.

The most interesting characteristic of the Destined is their ability to produce an obscuring "smoke" cloud without mechanical assistance. Preliminary study suggests Destined have internal sacs that excrete carbonate-rich compounds, which include a melanin-like pigment. When expelled into the air at will, internal acids trigger a gas evolution reaction and the pigment expands to cover the battlefield, cloaking other kett allies. While studies suggest it is not harmful, breathing the cloud for extended periods is not recommended.

DESTINED CR 4

XP 1,200
Medium organic (kett)
Senses: Listen +10, Spot +10
Initiative: +7
Speed: 35 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +1 from BAB, +1 Dodge), touch 15, flat-footed 11
Shield HP: 50 **Shield HP DR:** 0
HP: 50 (7d10+7) **HP DR:** 1
Fortitude: +7 **Reflex:** +4 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +7/+9
Space/Reach: 5 ft/5 ft

Weapon: Hesh (SA 3, R -5, ammo 10, 40 ft)
One-Shot: +11
Double-Tap: +6
Auto-Fire 1st action: +6
Auto-Fire 2nd action: +1
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Damage: 1d10

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 12 **Int:** 12 **Wis:** 10 **Cha:** 10
Feats: Weapon Focus (shotgun), Dodge, Alertness, Improved Initiative, Run
Skills: Balance +12, Climb +9, Electronics +6, Hide +10, Jump +12, Knowledge (tactics) +9, Listen +10, Move Silently +12, Spot +10, Tumble +12
Organization: Solitary or pair
Advancement: Destined advance by gaining new HD, as normal. They possess good BAB, good Reflex and bad Fortitude and Will saves. They gain feats normally and gain 7 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the infiltrator.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Smoke Cloud: Once every minute, the Destined can release a cloud of blue smoke with 1 action. The cloud provides Concealment to all those in the area and occupies an area of 15-ft around the Destined, moving as he moves. The cloud persists for 10 actions.
Invisibility: With 1 action, the Destined can turn Invisible for 6 actions. The invisibility is never broken, not even when the Destined attacks. This ability can only be used once every 15 actions.

EQUIPMENT

Grenades: 2 grenades

Wraith

Nicknamed by Initiative scout unlucky enough to encounter them, Wraiths are war beasts capable of adjusting their carapace pigmentation to blend into their surroundings. This ability lets them stalk an enemy over distances unseen or cause sudden disorder in enemy ranks, flushing targets to be picked off by other kett forces. When attacking, Wraiths leap and strike with impressive jaw strength that can puncture ceramic armor.

WRAITH CR 2

XP 600
Medium organic
Senses: Listen +5, Spot +5, Scent
Initiative: +3
Speed: 40 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
HP: 30 (3d10+6+3) **HP DR:** 2
Fortitude: +5 **Reflex:** +4 **Will:** +2

OFFENSE STATISTICS

Base Attack/Grapple: +3/+6
Space/Reach: 5 ft/5 ft

Weapon: Bite
Melee Attack: +7
Critical: 19-20/×2
Damage: 1d8+3

GENERAL STATISTICS

Str: 16 **Dex:** 16 **Con:** 14 **Int:** 2 **Wis:** 12 **Cha:** 6
Feats: Alertness, Weapon Focus (bite), Toughness
Skills: Jump +9, Listen +5, Spot +5
Organization: Solitary, pair or pack (3 – 5)
Advancement: Wraith advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Fortitude and Will saves. They gain feats normally and gain 1 skill points per level (this includes the bonus from Intelligence). Their class skills are Balance, Jump, Listen and Spot.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Invisibility: With 1 action, the Wraith can turn Invisible for 6 actions. The invisibility is never broken, not even when the Wraith attacks. This ability can only be used once every 15 actions.
Quadrupled creature

Fiend

A large, powerful kett beast with a hard carapace for protection. The Fiend is trained to disrupt enemy lines and wreak havoc within their ranks.

FIEND CR 7

XP 2,400
Large organic
Senses: Listen +6, Spot +6, Scent
Initiative: +4
Speed: 25 ft

DEFENSE STATISTICS

Defense: 12 (+3 from BAB, -1 size), touch 12, flat-footed 12
Plating HP: 45 (HD × 5) **Plating HP DR:** 4
HP: 108 (9d10+36+18) **HP DR:** 4
Fortitude: +12 **Reflex:** +3 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +9/+15
Space/Reach: 5 ft/5 ft

Weapon: Bash
Melee Attack: +16
Critical: 19-20/×2
Damage: 1d8+6

Weapon: Acid Spit
Ranged Attack: +8
Critical: 19-20/×2
Damage: 3d6

GENERAL STATISTICS

Str: 22 **Dex:** 10 **Con:** 18 **Int:** 2 **Wis:** 10 **Cha:** 6
Feats: Alertness, Toughness, Iron Will, Improved Toughness, Improved Initiative, Greater Fortitude
Skills: Jump +7, Listen +6, SPot +6
Organization: Solitary, pair or pack (3)
Advancement: Fiend advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Fortitude and Will saves. They gain feats normally and gain 1 skill points per level (this includes the bonus from Intelligence). Their class skills are Jump, Listen and Spot.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature
Improved Grab: If a Fiend hits the target with its melee attack, it automatically attempts to grab him. It gains an automatic grapple check against the target without provoking AoO.

Ascendant

Kett high commanders and elite warriors, who can elevate above the fray to gain a tactical advantage. An Ascendant is usually responsible for managing an entire kett facility, facing any threat only when the rest of the kett forces were unable to deal with it.

Ascendants are extremely resilient and wield an impregnable electromagnetic force field that is powered by an orb. This orb is also used to make devastating attacks, but when it is used that way the shield is momentarily down. Until then, then Ascendant is immune to all attacks and conditions, even to the void of space, and can even move almost instantly to short distances.

It is highly advisable to engage an Ascendant at a distance. An Ascendant with its electromagnetic force shield up can use to it bind an adjacent creature and crush it.

ASCENDANT CR 7

XP 3,600
Medium organic (kett)
Senses: Listen +17, Spot +14
Initiative: +
Speed: Fly 15 ft with shield, 5 ft without

DEFENSE STATISTICS

Defense: 14 (+2 Dex, +2 from BAB), touch 14, flat-footed 12
HP: 109 (10d10+30+20) **HP DR:** 3
Fortitude: +8 **Reflex:** +7 **Will:** +11

OFFENSE STATISTICS

Base Attack/Grapple: +7/+8
Space/Reach: 5 ft/5 ft

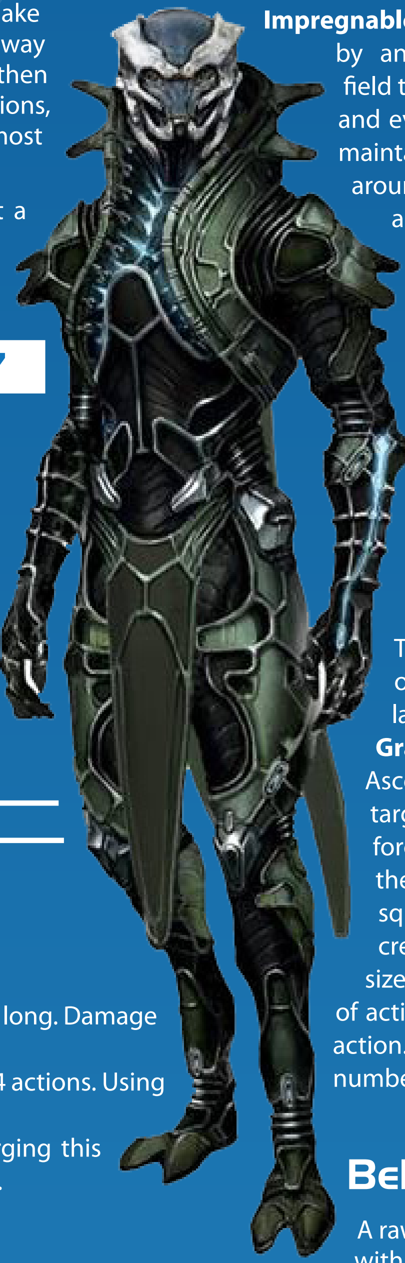
Weapon: Orb throw
Ranged Attack: +9
Damage: 10d6 to all in a 10-ft wide line, up to 60 ft long. Damage carries to other layers of protection.
Special: Once used, it cannot be used for another 4 actions. Using it removes the impregnible shield for 2 actions.
This attack must be charged, with 1 action. Charging this attack causes the shield orb to stop (see below).

Weapon: Ball Lighting
Ranged Attack: +9
Damage: 5d6

GENERAL STATISTICS

Str: 12 **Dex:** 14 **Con:** 16 **Int:** 16 **Wis:** 14 **Cha:** 10
Feats: Alertness, Greater Fortitude, Iron Will, Lightning Reflexes, Toughness, Improved Toughness
Skills: Damping +10, Decryption +10, Electronics +16, Hacking +10, Knowledge (biology) +9, Knowledge (space) +6, Knowledge (tactics) +16, Listen +17, Repair +12, Spot +17
Organization: Solitary
Advancement: Destined advance by gaining new HD, as normal. They possess medium BAB, good Will and bad Fortitude and Reflex saves. They gain feats normally and gain 7 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the Sentinel.
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES



Impregnable Shield: An Ascendant is protected by an impregnable electromagnetic force field that protects against all damage, effects and even from the environment. This field is maintained by a mechanical orb that floats around the Ascendant, no more than 3 ft apart. In order to bring the shield down, the orb must be destroyed (or the Ascendant must use its Orb Throw attack). The orb has a Defense of 17 while orbitting the Ascendant. When it stops, its Defense drops to 12. The orb has a total of 50 HP.

After the orb is destroyed, the shield is immediately broken.Breaking the impregnable shield causes the Ascendant to momentarily lose focus, breaking any graity squeeze or orb throw the Ascendant was charging.

The Ascendant can rebuild a destryed orb and recover the shield 4 actions later by spending 1 action.

Gravity Squee: With 1 action, the Ascendant can surrround an adjacent target with a powerful electromagnetic force field which then begins to crush the creature. The Ascendant charges the squeeze for 2 actions, after which the creature inside is crushed and killed. For sizes smaller than Medium, the number of actions required to charge is reduced to 1 action. For every size larger than Medium, the number of actions required is increased by 1.

Behemoth

A raw, incomplete fusion of kett and krogan with a bone exoskeleton rendering it nearly impervious to damage. Its neurochemistry is erratic, resulting in insanity. It's unlikely even the kett can control it.

BEHEMOTH CR 10

XP 9,600
Medium organic (kett)
Senses: Listen +8, Spot +8
Initiative: +5

Speed: 30 ft

DEFENSE STATISTICS

Defense: 15 (+1 Dex, +4 from BAB), touch 15, flat-footed 14
Plating HP: 60 (HD × 5) **Plating HP DR:** 5
HP: 145 (12d10+65+26) **HP DR:** 5
Resistances: 50% chance to negate Critical Hits and Sneak Attack damage
Fortitude: +13 **Reflex:** +5 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +6/+9
Space/Reach: 5 ft/5 ft

Weapon: Dahn (A 1, R -1, ammo 2, 15 ft)
One-Shot: +14
Double-Tap: +13
Auto-Fire 1st action: +13
Auto-Fire 2nd action: +12
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 19-20/×2
Damage: 4d10

GENERAL STATISTICS

Str: 20 **Dex:** 12 **Con:** 20 **Int:** 10 **Wis:** 6 **Cha:** 6
Feats: Weapon Focus (shotgun), Alertness, Toughness, Improved Toughness, Greater Bashing, Improved Critical (shotgun), Iron Will
Skills: Balance +8, Jump +10, Listen +10, Spot +10
Organization: Solitary
Advancement: Behemoth advance by gaining new HD, as normal. They possess good BAB, good Fortitude and bad Reflex and Will saves. They gain feats normally and gain 2 skill points per level (this includes the bonus from Intelligence). Their class skills are the same as the soldier.
Morality: Paragon +0, Renegade +0

SPECIAL FEATURES

Negative Charisma: Ugly

Remnants

Remnants are the technological remains of an advanced, mysterious creator species that abandoned the Heleus Cluster about 600 years ago. Often, the remnant - ranging from small Observers to gigantic Architects - guard vaults and ruins, defending and keeping vigil over devices that can alter entire planets.

Being mechanical units, Remnants have different rules than organics or synthetics:

- Mechanical units do not gain class levels. Instead they gain Mechanical Levels. These levels have a d12 HD, medium BAB, good Fortitude save and bad Reflex and Will saves.
- Once they reach 0 HP, they are considered as being dead.
- All Mechanical units have Plating HP equal to 3 × HD.
- The Intelligence score of Mechanicals refers only to the "intellect" of their Vis, which is usually fairly limited.
- Mechanicals gain no Skill Points.
- Mechanicals have a specific skill modifier, equal to their HD, for the following skills: Damping, Decryption, Electronics, Hacking, Heavy Weapons, Piloting, Repair. Their Intelligence modifier is not considered for their skill modifiers (treat it as Int mod +0).
- Mechanical units do not gain feats, ammo proficiencies or ability score increases due to increasing in HD. They, however, can have bonus feats.
- Mechanical units are proficient with whatever weapon they possess in their description.
- Mechanical units possess no Charisma score. They cannot use any Charisma-based skill nor can they be target of any Charisma-based skill.
- Mechanical units can be targets of critical hits and sneak attacks but receive a 50% chance or negating them because only their heads are vital spots. Mechanical units, however, have advantages in Instant Kill rolls and only natural results that hit specific limbs or the head affect them, all the others have the same effect as a natural 1 of the Instant Kill roll.
- Mechanical units are immune to poisons and diseases and are far more resistant to radiation effects than organics, gaining a +10 bonus on all checks made against and because of radiation effects.
- Mechanical units do not suffer from fumble effects on attacks, but a natural 1 on an attack roll from a Mechanical unit is still an automatic failure.
- Mechanical units do not gain Renegade nor Paragon points.

Breacher

Created by Assemblers, these Breachers are levitating drones that move in rapid, aggressive bursts using a powerful microthruster.

Analysis of Breacher debris shows that their systems are fundamentally unstable: their cores are improperly shielded and many of their inner workings are exposed. This suggests that they are created for short-term deployment to handle intruders who stray into Remnant builders' military doctrine.

Combined with single-minded programming that focuses on hostiles, the volatile construction of Breachers makes them extremely dangerous if provoked, the Breacher will launch itself at an opponent and attempt to latch onto it, using exposed gears to grind through hardsuits and cause severe damage. When damaged beyond repair, a Breacher may trigger its power core to overload and self-destruct.

BREACHER CR 1/2

XP 150
Small mechanical
Senses: Listen +4, Spot +4, Nightvision 60 ft
Initiative: +3
Speed: Fly 20 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 size), touch 14, flat-footed 11
Plating HP: 9 (3×HD)
Plating HP DR: 0
HP: 28 (3d12+3) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +4 **Reflex:** +4 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +2/+0
Space/Reach: 5 ft/5 ft

Weapon: Bash
Melee Attack: +5
Critical: 20/×2
Damage: 1d6+2

GENERAL STATISTICS

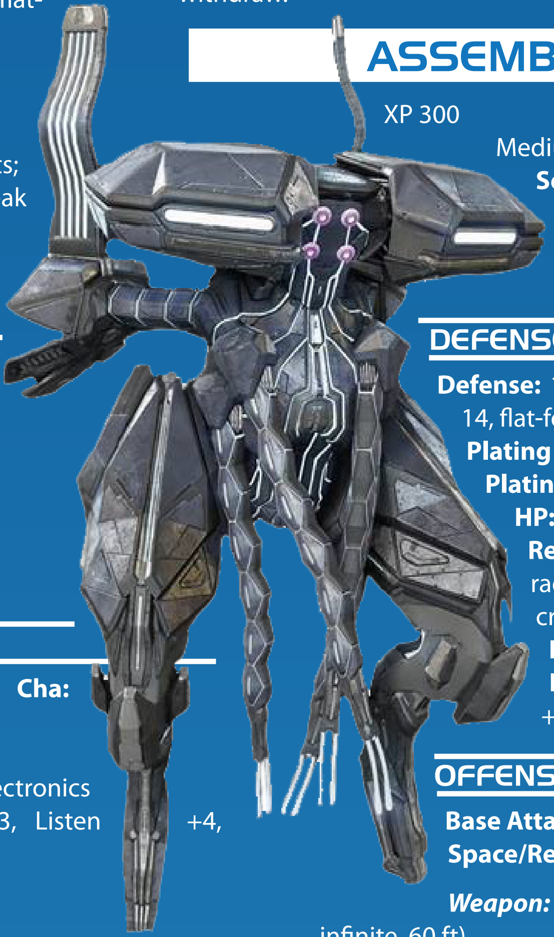
Str: 14 **Dex:** 16 **Con:** 12 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}
Skills: Damping +3, Decryption +3, Electronics +3, Hacking +3, Heavy Weapons +3, Listen +4, Piloting +3, Repair +3, Spot +4
Organization: Solitary, pair or band (3 – 6)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Improved Grab: If a Breacher hits the target with its melee attack, it automatically attempts to grab him. It gains an automatic grapple check against the target without provoking AoO. Using this feature does not impose any grappling penalties on the Breacher.

Post-Mortem Explosion: Once a Breacher is destroyed, it explodes dealing 3d4 points of damage (1d4 per HD) to all within 10 feet away from him.

Self-Destruct: A Breacher can activate a self-destruct function with 1 action (usually, the remnant does this when it is grappling a target or when it is damaged and close to an enemy). This causes the breacher to lose any remaining Plating HP and normal HP and activates its Post-Mortem Explosion.



Assembler

Remnant Assemblers were nicknamed for their ability to create smaller units known as "breachers". Each Assembler contains a reservoir of an unknown ferrofluid similar to omni-gel, which can be used to 3D-print Breachers on the spot with alarming speed.

Tactically, Assemblers focus on manufacturing reinforcements, moving to safe distances during combat. If approached while in its hostile mode, the Assembler can jettison the partially complete power core of a Breacher, which acts like an explosive grenade, causing massive damage to enemies and allowing the Assembler to withdraw.

ASSEMBLER CR 1

XP 300
Medium mechanical
Senses: Listen +6, Spot +6, Nightvision 60 ft
Initiative: +2
Speed: Fly 20 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Plating HP: 12 (3×HD)
Plating HP DR: 0
HP: 39 (4d12+3) **HP DR:** 1
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +6 **Reflex:** +3 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +3/+5
Space/Reach: 5 ft/5 ft

Weapon: Laser Rifle (A 4, R -2, ammo infinite, 60 ft)
One-Shot: +7
Double-Tap: +5
Auto-Fire 1st action: +5
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: +5
Full-Auto Fire 2nd action: +3
Full-Auto Fire 3rd action: +1
Critical: 20/×2
Damage: 1d6

GENERAL STATISTICS

Str: 14 **Dex:** 14 **Con:** 14 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness^{B}, Weapon Focus (laser rifle)^{B}
Skills: Damping +4, Decryption +4, Electronics

+4, Hacking +4, Heavy Weapons +4, Listen +6, Piloting +4, Repair +4, Spot +6
Organization: Solitary, pair or band (3 – 5)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Create Breacher: An Assembler is capable of creating Breachers at will. By spending 1 action, the Assembler fires a projectile up to 20 ft distance. The projectile, made of ferrofluid, begins to transform itself into a Breacher, a process taking 3 actions. During that time, the projectile has 30 normal HP and a Defense of 15. If it is destroyed, the Breacher isnt' created. After the 3 actions have passed, the Breacher appears fully functioning and at full health.

An Assembler can only use this ability once every 4 rounds.

Usually, a created Breacher lasts for no more than 1 minute.

Observer

Observers, mid to long range Remnant drones, can be seen at most Remnant sites. They are equipped with element zero cores that allow them to leviate, and can normally be seen scanning or conducting maintenance at these sites.

Examination of destroyed Remnant Observers shows they have multiple sensor vectors-visual, aural, electromagnetic, and others as yet undefined-and a comprehensive toolkit of equipment for observation and maintenance, including an ultraviolet beam laser. Serving partially as its primary weapon, the frequencies of an Observer's laser appear to react with Remnant structures to induce a repair cycle. Observers are also capable of bringing other Remnant online, likely as part of their maintenance duties.

OBSERVER CR 2

XP 600
Medium mechanical
Senses: Listen +10, Spot +10, Nightvision 60 ft
Initiative: +3
Speed: Fly 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 20 (4×HD) **Shield HP DR:** 0
Plating HP: 15 (3×HD) **Plating HP DR:** 0
HP: 43 (5d12+5) **HP DR:** 0
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +5 **Reflex:** +4 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +3/+5
Space/Reach: 5 ft/5 ft

Weapon: Laser Beam (A 2, R 0, ammo infinite, 60 ft)
One-Shot: +8
Double-Tap: +8
Auto-Fire 1st action: +8
Auto-Fire 2nd action: +8
Full-Auto Fire 1st action: +8
Full-Auto Fire 2nd action: +8
Full-Auto Fire 3rd action: +8
Critical: 19-20/×3
Damage: 1d6+1

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 12 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Alertness[B], Weapon Focus (laser beam)[B]
Skills: Damping +5, Decryption +5, Electronics +5, Hacking +5, Heavy Weapons +5, Listen +10, Piloting +5, Repair +5, Spot +10
Organization: Solitary, pair or band (3 – 4)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

Nullifier

This Remnant model appears to have been designated for excavation. If provoked, it enters a "siege mode," where it anchors itself to the ground and launches explosive projectiles at a target. In this mode, this Remnant constantly runs a self-repair cycle, reducing damage from incoming fire.

Recovery of Nullifier parts has been illuminating. They use both balancing pistons and dense ferrofluid reservoirs in their lower extremities to remain stable while firing, design characteristics that could be useful for Initiative mining operations. Their blast shielding is also surprisingly light for its thickness [72mm] and density. The plates are cushioned by a honeycomb of shock-absorbing polymer to distribute any ballistic force. However, these characteristics are also what allows them to absorb heavy fire and act as formidable opponents.

NULLIFIER CR 5

XP 1,800
Large mechanical
Senses: Listen +8 Spot +8, Nightvision 60 ft
Initiative: +1
Speed: 20 ft

DEFENSE STATISTICS

Defense: 12 (+1 Dex, +2 from BAB, -1 size), touch 12, flat-footed 11
Plating HP: 24 (3×HD) **Plating HP DR:** 1
HP: 81 (8d12+24) **HP DR:** 2

Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +9 **Reflex:** +3 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +6/+5
Space/Reach: 10 ft/5 ft

Weapon: Cannon (SA 2, R 0, ammo infinite, 60 ft)
One-Shot: +7
Double-Tap: +7
Auto-Fire 1st action: +7
Auto-Fire 2nd action: +7
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 19-20/×2
Damage: 3d6 (attack penetrates up to barriers up to 6 inches thick)

GENERAL STATISTICS

Str: 18 **Dex:** 12 **Con:** 16 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Weapon Focus (laser beam)^{B}
Skills: Damping +8, Decryption +8, Electronics +8, Hacking +8, Heavy Weapons +8, Listen +8, Piloting +8, Repair +8, Spot +8
Organization: Solitary, pair or band (3 – 4)
Advancement: by racial HD increase
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Deploy: To attack, a Nullifier must deploy itself, a process taking 1 action. Once deployed, the mechanical s able to attack but is unable to move. In addition, it creates a shield in a 180º arc in front of itself. Against attacks made from the direction the shield faces, the mechanical gains three-quarters cover (this doesn't affect the Nullifier's ability to attack, since its cannon shots can pass through the shield without difficulty) and increases the chance to negate a critical hit or a sneak attack to 75%.

Destroyer

The Destroyer is a Remnant unit made with one sole purpose: annihilate intruders. Destroyers are giant quadrupedal walkers, armed with two rapid-fire turrets on each side. Their side turrets can be targeted individually.

DESTROYER CR 9

XP 1,200
Large mechanical
Senses: Listen +12 Spot +12, Nightvision 60 ft
Initiative: +0
Speed: 20 ft

DEFENSE STATISTICS

Defense: 12 (+3 from BAB, -1 size), touch 12, flat-footed 11
Shield HP: 72 (6×HD) **Shield HP DR:** 4
Plating HP: 143 (12d12+60) **Plating HP DR:** 5
HP: 1 **HP DR:** 3
Resistances: +10 bonus vs. radiation effects; 50% to negate critical hits and sneak attacks.
Immunities: poison and disease
Fortitude: +13 **Reflex:** +4 **Will:** +6

OFFENSE STATISTICS

Base Attack/Grapple: +9/+19
Space/Reach: 10 ft/5 ft

Weapon: Central Cannon (SS, R 0, ammo infinite, 100 ft)
One-Shot: +9
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 18-20/×3
Damage: 5d10+10 (attack penetrates up to barriers up to 6 inches thick)

Weapon: Side Turrets (A 4, R -2, ammo infinite, 100 ft)
One-Shot: +10
Double-Tap: +8
Auto-Fire 1st action: +8
Auto-Fire 2nd action: +6
Full-Auto Fire 1st action: +8
Full-Auto Fire 2nd action: +6
Full-Auto Fire 3rd action: +4
Critical: 20/×2
Damage: 1d8+3

GENERAL STATISTICS

Str: 22 **Dex:** 10 **Con:** 20 **Int:** 4 **Wis:** 14 **Cha:** –
Feats: Weapon Focus (side turrets)^{B}, Improved Weapon Focus (side turrets)^{B}, Alertness^{B}
Skills: Damping +12, Decryption +12, Electronics

+12, Hacking +12, Heavy Weapons +12, Listen +12, Piloting +12, Repair +12, Spot +12

Organization: Solitary or pair

Advancement: by racial HD increase

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Armored: A Destroyer possesses only 1 HP. All the normal HP it should gain are instead Plating HP. Anything that would grant it HP grants it Plating HP instead.

Side Turrets: A Destroyer's turrets can be targetted individually. Each turret has 60 Shield HP and Shield HP DR 2, as well as 30 Plating HP and Plating HP DR 0. They use the destroyer's Defense but take into consideration they are placed on the top of the destroyer so most cover won't benefit them.

Once one of the turrets is destroyed, the damage dealt by that attack is reduced to 1d6+1. If both are destroyed, the Destroyer can no longer use them to attack.

Separated Functions: Destroyers can take move while shooting their turrets without taking any penalty. Every time a Destroyer makes an attack action with its turrents, it can also make one action moving (so a Destroyer can effectively use two actions, or even a full-round action, performing any type of attack, and at the same time move two actions as well).

This cannot be used when using its Central Cannon or Energy Discharge.

Central Cannon: A Destroyer's Central Cannon is deadly single shot weapon but also easy to avoid. To use the Cannon, the destroyer must first prime it by spending 1 action. Only after that can the Cannon be used. Moving or using other attacks forces the Destroyer to prime the cannon when it wants to use it again. In addition, while the Destroyer is capable of using its Central Cannon, its core is revealed dropping its chance to negate critical hits and sneak attacks to 25% and taking additional damage from Critical Hits (treat the Critical Hit as if its multiplier was increased by 1).

The Central Cannon's damage passes to other layers or protection.

Electric Discharge: A Destroyer can spend 2 actions to charge a dome of electricity. After those 2 actions, the dome is discharged dealing 7d10+10 points of damage to all within 15 ft of the destroyer. This damage passes to other layers or protection.

Self-Destruction: When a Destroyer is reduced to 0 normal HP, it blows up in a blast that acts just like the Electric Discharge but it charges until the start of the destroyer's next action.

Andromeda NPCs

Travelling to the Andromeda galaxy didn't mean the end of wars, pirate gangs and hostile encounters. In fact, it was quite the opposite and the troubled first year of the Andromeda Initiative led to the Exiles, which in turn created new gangs and provoked the wrath of the Roekar, an Angara faction bent on killing all those who don't belong in the Heleus Cluster.

This section presents several of those enemies.

Exiles

Led by Sloan Kelly, the Exiles were banished from the Andromeda Initiative after the uprising. Sloan Kelly, a former official within the Initiative, turn on her leaders in favor of the protesters and was exiled as well. However, the combat-hardened veteren soon found herself in her element and led the now homeless Exiles to Kadara to take the port-city from the Kett. Her ruthlessness and tactics led them to victory and allowed them to take the city for themselves. Since then, the Exiles have spread to other planets.

Exile warriors eventually scattered into several gangs but all of them share one thing in common: they are tougher than an average military personnel, since they had to contend with the Kett and survive on the hostile environment of Heleus.

RAIDER CR I

XP 300

Medium organic (human) **Class:** Soldier lvl 4

Senses: Listen +6, Spot +6

Initiative: +7

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11

HP: 53 (4d10+8+15+4) **HP DR:** 1

Fortitude: +10 (only +6 vs. environmental effects)

Reflex: +8 (only +4 vs. environmental effects)

Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +3/+4

Space/Reach: 5 ft/5 ft

Weapon: M-8 Avenger (A 4, R -3, ammo 40, 60 ft)

One-Shot: +9

Double-Tap: +6

Auto-Fire 1st action: +6

Auto-Fire 2nd action: +3

Full-Auto Fire 1st action: +6

Full-Auto Fire 2nd action: +3

Full-Auto Fire 3rd action: +0

Critical: 20/×2 (+2 dmg on Critical Hit)

Damage: 1d4

POWER STATISTICS

Disruptor Ammo rank 3

Damage Bonus: +2 *Stun Duration:* 1 action

Fortitude Save DC: 12 + 1 per successful shot of current action

Incendiary Ammo rank 3
Damage Bonus: +2
Reflex Save DC: 12 + 1 per successful shot of current action

Shrapnel Grenade rank 1
Damage: 4d6 *Radius:* 20 ft

GENERAL STATISTICS

Str: 13 **Dex:** 16 **Con:** 14 **Int:** 10 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (assault rifle), Precise Shooting, Point Blank Shot, Improved Initiative, Extra Combat Power (Unique Specialization)
Skills: Balance +5, Intimidate +6, Jump +5, Knowledge (tactics) +2, Listen +6, Repair +4, Spot +6
Organization: Solitary, pair or squad (3 – 6)
Advancement: by class
Morality: Paragon +5, Renegade +15
Ability Points: 13

SPECIAL ABILITIES

Shield Boost: The Raider never uses its Shield Boost ability since its armor has no Shield HP.

EQUIPMENT

Grenades: 1 grenade
Armor: Maverick Light Armor (no Shield HP, provides 15 HP + 1 HP / lvl; Visor – +2 Dmg on Critical Hits; Chest – Reduces Hazardous level by 1; Legs – Carries 2 extra Thermal Clips)
Omni-Tool

SHARPSHOOTER CR 3

XP 900
Medium organic (human) **Class:** Infiltrator lvl 6
Senses: Listen +8, Spot +8
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
HP: 63 (6d8+12+15+6) **HP DR:** 1
Fortitude: +8 (only +4 vs. environmental effects)
Reflex: +12 (only +8 vs. environmental effects)
Will: +3

OFFENSE STATISTICS

Base Attack/Grapple: +4/+5
Space/Reach: 5 ft/5 ft

Weapon: M-92 Mantis + Laser Dot (SS, R none, ammo 1, 200 ft)
One-Shot: +9
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×2 (+2 dmg on Critical Hit)
Damage: 3d8

POWER STATISTICS

Tech Points: 9

Disruptor Ammo rank 4 (Damage)
Damage Bonus: +3 *Stun Duration:* 1 action
Fortitude Save DC: 12 + 1 per successful shot of current action

Tactical Cloak rank 3
Damage Bonus: +1 (+1d6 with sniper; +1d6 with melee)
Duration: 5 actions *Cost:* 3 tech points
Cooldown: 2 action

Overload rank 3
Damage to Shields/Synthetics: 4d6 *Stun Duration:* 1 action
Damage to Organics: 1d8 *Will Save DC:* 15
Cooldown: 2 actions *Cost:* 2 tech points

Assassination rank 3
Times per Encounter: 2 *Cooldown:* 4 actions
Crititical Threat Range: +2 *Duration:* 3 actions

Concussive Shot rank 2
Times per Encounter: 2 *Cooldown:* 2 actions
Fortitude Save DC: 16 *Distance:* 5 ft
Damage: 1d6

GENERAL STATISTICS

Str: 13 **Dex:** 16 **Con:** 14 **Int:** 12 **Wis:** 12 **Cha:** 10
Feats: Weapon Focus (sniper rifle), Precise Shooting, Point Blank Shot, Improved Initiative, Alertness, Extra Combat Power (Unique Specialization)
Skills: Balance +5, Climb +6, Damping +4, Decryption +5, Electronics +9, Hacking +4, Hide +12, Jump +4, Listen +8, Move Silently +12, Piloting +5, Repair +5, Search +5, Spot +8, Survival +5
Organization: Solitary or pair
Advancement: by class
Morality: Paragon +5, Renegade +15
Ability Points: 15

SPECIAL ABILITIES

Shield Boost: The Sharpshooter never uses its Shield Boost ability since its armor has no Shield HP.

Time Slow: Whenever the Sharpshooter uses the Aiming action with a sniper rifle, his optic enhancements work together with neural and muscular implants granting him an increased reaction time during which the world seen through the sniper rifle's ocular sights seems to be moving in slow motion.

This ability is automatic and acts whenever he uses the Aiming action with a sniper rifle. It lasts 2 actions and provides him a +2 bonus to attack. In addition, while this ability lasts, the Critical Threat

Range of the sniper rifle the Sharpshooter wields increases by 1.

EQUIPMENT

Armor: Maverick Light Armor (no Shield HP, provides 15 HP + 1 HP / lvl; Visor – +2 Dmg on Critical Hits; Chest – Reduces Hazardous level by 1; Legs – Carries 2 extra Thermal Clips)

Omni-Tool

ANARCHIST CR 4

XP 1,200

Medium organic (turian)

Class: Engineer lvl 6

Initiative: +4

Senses: Listen +5, Spot +5

Speed: 35 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, + 1 from BAB), touch 13, flat-footed 11

Shield HP: 70

Shield HP DR: 1

HP: 48 (7d6+14+7)

HP DR: 2

Resistances: +4 vs radiation effects; reduce damage from Combat, Biotic and Tech Powers by 3

Fortitude: +10 (only +6 vs. environmental effects)

Reflex: +9 (only +5 vs. environmental effects)

Will: +7

OFFENSE STATISTICS

Base Attack/Grapple: +3/+5

Space/Reach: 5 ft/5 ft

Weapon: M-23 Katana II + High Caliber Barrel (SA 1, R -4, ammo 5, 20 ft)

One-Shot: +7

Double-Tap: +3

Auto-Fire 1st action: +3

Auto-Fire 2nd action: -1

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×3

Damage: 2d6+4 (1 from variant, 1 from mod); +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Tech Points: 21 (4 in maintenance from Tech Armor)

Overload rank 6 (Damage, Stunning Synergy, Shield Damage)

Damage to Shields/Synthetics: 8d6

Stun Duration: 2 actions

Damage to Organics: 1d8

Will Save DC: 17

Cooldown: 4 actions

Cost: 4 Tech points

Sabotage rank 4 (Duration)

Will Save DC: 17

Duration: 3 actions

Cooldown: 5 actions

Cost: 4 tech points

Tech Armor rank 4 (Durability) [from Unique Specialization]

Shield Increase: +40% (applied in statistics)

Cooldown Increase: 2 actions (applied in statistics)

Shield HP DR gained: 1 (applied in statistics)

Fortitude Save DC: 17

Explosion Radius: 15 ft

Cooldown: 4 actions

Explosion Damage: 3d6

Cost: 4 tech points

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 14 **Int:** 14 **Wis:** 12 **Cha:** 8 (weak personality)

Feats: Thug, Greater Fortitude, Toughness, Extra Tech Training, Weapon Focus (shotgun)

Skills: Damping +12, Decryption +12, Diplomacy +0, Disguise +1, Electronics +14, Gamble +0, Gather Information +0, Hacking +12, Intimidate +6, Knowledge (physics) +8, Knowledge (technology) +12, Listen +5, Piloting +4, Repair +14, Spot +5

Organization: Solitary or pair

Advancement: by class

Morality: Paragon +0, Renegade +20

Ability Points: 16

EQUIPMENT

Armor: Silverback Medium Armor (Reduce damage from Combat, Biotic and Tech powers by 3)

Omni-Tool

PARIAH CR 6

XP 2,400

Medium organic (asari)

Class: Vanguard lvl 10

Senses: Listen +8, Spot +8

Initiative: +7

Speed: 35 ft

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12

Shield HP: 45

Shield HP DR: 0

Plating HP: 25 (15+HD)

Plating HP DR: 3

HP: 58 (10d8+10)

HP DR: 3

Fortitude: +5 (only +3 vs. environmental effects)

Reflex: +12 (only +10 vs. environmental effects)

Will: +5

OFFENSE STATISTICS

Base Attack/Grapple: +7/+9

Space/Reach: 5 ft/5 ft

Weapon: Disciple (SA 2, R -4, ammo 4, 25 ft)

One-Shot: +11

Double-Tap: +7

Auto-Fire 1st action: +7

Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 20/×3
Critical: 20/×3
Damage: 2d6; +1d6 extra vs. targets within range; within range, creatures adjacent to target must make Ref save (DC equals attack roll) or take 1/2 damage dealt.

POWER STATISTICS

Biotic Points: 29

Warp rank 6 (Damage, Improved Damage, Recharge Speed)
Damage: 6d8+2 *Range:* 60 ft
Detonation Radius: 5 ft *Cost:* 4 biotic points
Cooldown: 1 action

Pull Cloak rank 3
Fortitude Save DC: 18 *Duration:* 2 actions
Fly Distance: 15 ft *Cost:* 3 biotic points
Horizontal Distance: 5 ft *Cooldown:* 2 actions

Aegis Shield rank 5 (Durability, Reflection)
Absorbs: 3 damage *Aegis Shield HP:* 36
Shots Blocked: 1 in every 4 *Cooldown:* 2 actions
Cost: 4 biotic points

Cluster Grenade rank 5 (Damage, Damage Combo)
Damage: 4d6 *Radius:* 15 ft
Fly Distance: 10 ft *Fortitude Save DC:* 18

Carnage rank 6 (Damage, Recharge Speed, Damage)
Times per Encounter: 3 *Range:* 60 ft
Blast Radius: Adjacent creatures *Cooldown:* 2 actions
Damage Dealt: Critical damage +3d6

GENERAL STATISTICS

Str: 14 **Dex:** 16 **Con:** 10 **Int:** 12 **Wis:** 14 **Cha:** 14
Feats: Improved Initiative, Fleet, Toughness, Weapon Focus, Extra Biotics, 3× Extra Biotic Training (2× from Unique Specialization)
Skills: Balance +10, Biotics +14, Bluff +8, Concentration +5, Diplomacy +6, Intimidate +8, Jump +6, Knowledge (physics) +7, Listen +8, Move Silently +12, Piloting +6, Spot +8, Survival +6, Tumble +8
Organization: Solitary
Advancement: by class
Morality: Paragon +5, Renegade +25
Ability Points: 18

SPECIAL ABILITIES

Shield Boost: 3/encounter, the Pariah can spend 1 action to regenerate 20 points of the armor's Shields.
This ability has a cooldown of 10 actions.

EQUIPMENT

Grenades: 3 grenades
Armor: HyperGuardian Medium Armor (provides 15 Plating HP + 1 Plating HP / lvl; +2 melee damage)
Omni-Tool

Roekaar

Once a faction of the Angara Resistance that defected after Aksul, its leader, decided to fight both the Andromeda Initiative and the Kett. The Roekaar have only one goal: destruction of all aliens and the return of the Heleus Cluster to the hands of the Angara.

The typical roekaar warriors are similar to Angara resistance warriors, so the statistics of one could be used for the other.

ROEKAAR SOLDIER CR 2

XP 600
Medium organic (angara) **Class:** Angara Resistance Fighter lvl 5
Senses: Listen +6, Spot +6
Initiative: +7
Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+3 Dex, +1 from BAB), touch 14, flat-footed 11
Shield HP: 25 **Shield HP DR:** 0
HP: 47 (5d10+15) **HP DR:** 0
Resistances: Reduce Cold and Heat Hazard Level by 1
Fortitude: +11 (only +7 vs. environmental effects)
Reflex: +8 (only +4 vs. environmental effects)
Will: +3

OFFENSE STATISTICS

Base Attack/Grapple: +5/+6
Space/Reach: 5 ft/5 ft

Weapon: Thokin (A 5, R -3, ammo 20, 60 ft)
One-Shot: +9
Double-Tap: +6
Auto-Fire 1st action: +6
Auto-Fire 2nd action: +3
Full-Auto Fire 1st action: +6
Full-Auto Fire 2nd action: +3
Full-Auto Fire 3rd action: +0
Critical: 20/×2
Damage: 1d5
Special: Halve Cover bonuses

POWER STATISTICS

Cryo Ammo rank 3
Chilled Speed Reduction: 5 ft
Chilled Duration: 2 actions
Chance: 20% + 2% per successful shot of current action
Fortitude Save DC: 14 + 1 per successful shot of current action

Overkill rank 3
Times per Encounter: 1 *Duration:* 3 actions
Recoil Penalty: halved *Cooldown:* 3 actions

GENERAL STATISTICS

Str: 12 **Dex:** 16 **Con:** 16 **Int:** 12 **Wis:** 10 **Cha:** 12

Feats: Weapon Focus (assault rifle), Improved Initiative, Alertness, Stealthy, Iron Will (Unique Specialization)

Skills: Balance +8, Climb +6, Damping +5, Electronics +5, Hide +5, Jump +6, Listen +6, Move Silently +5, Repair +4, Spot +6, Survival +5, Tumble +8

Organization: Solitary, pair or squad (3 – 5)

Advancement: by class

Morality: Paragon +5, Renegade +15

Ability Points: 15

SPECIAL ABILITIES

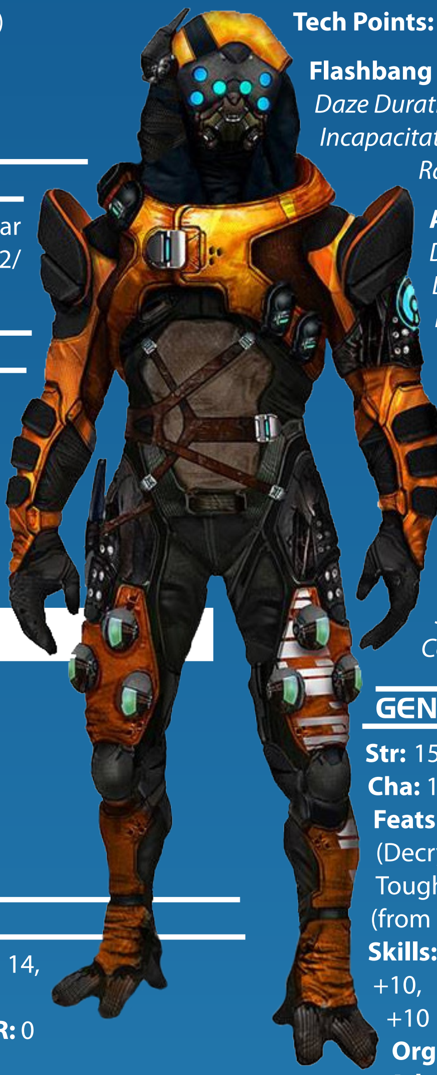
Improved Bioelectric Field: The Roekaar Soldier can use its bioelectric field 2/encounter to recover 17 Shield HP.

EQUIPMENT

Grenades: 1 grenade

Armor: Angara Light Armor (Arms – +10% dmg to Tech Powers)

Omni-Tool



ROEKAAR SABATEUR CR 4

XP 1,200

Medium organic (angara)

Class: Angara Resistance Fighter lvl 6

Senses: Listen +0, Spot +0

Initiative: +2

Speed: 30 ft

DEFENSE STATISTICS

Defense: 14 (+2 Dex, +2 from BAB), touch 14, flat-footed 12

Shield HP: 60 **Shield HP DR:** 0

HP: 61 (6d10+18+6) **HP DR:** 4

Resistances: Reduce Cold and Heat Hazard Level by 1

Fortitude: +11 (only +8 vs. environmental effects)

Reflex: +7 (only +4 vs. environmental effects)

Will: +2

OFFENSE STATISTICS

Base Attack/Grapple: +6/+8

Space/Reach: 5 ft/5 ft

Weapon: Hesh (SA 3, R -5, ammo 10, 40 ft)

One-Shot: +9

Double-Tap: +4

Auto-Fire 1st action: +4

Auto-Fire 2nd action: -1

Full-Auto Fire 1st action: N/A

Full-Auto Fire 2nd action: N/A

Full-Auto Fire 3rd action: N/A

Critical: 20/×3

Damage: 1d10

Special: Creatures that take damage to their normal HP from the Hesh must also make a Fortitude save DC 15 or are left Dazed for 1 action

POWER STATISTICS

Tech Points: 6

Flashbang Grenade rank 3
Daze Duration: 1 action *Damage:* 1d6
Incapacitate Duration: 2 actions
Radius: 25 ft *Save DC:* 16

Arc Grenade rank 3
Damage vs non-Shieldged: 1d6
Damage vs Shields HP: 5d6
Radius: 25 ft *Fortitude Save DC:* 16

Inferno Grenade rank 3
Damage: 2d6 per action
Radius: 15 ft *Duration:* 3 actions

Energy Drain rank 2
Range: 60 ft *Radius:* 5 ft
Damage dealt: 3d6 (+20%)
Cost: 2 tech points
Shield HP recovered: 50%
Cooldown: 2 actions

GENERAL STATISTICS

Str: 15 **Dex:** 14 **Con:** 16 **Int:** 12 **Wis:** 10 **Cha:** 12

Feats: Weapon Focus (shotgun), Skilled (Decryption, Hacking, Knowledge (tactics)), Toughness, Extra Tech Training (Energy Drain) (from Unique Specialization), Simple Tech Training

Skills: Damping +10, Decryption +10, Electronics +10, Hacking +6, Knowledge (tactics) +5, Repair +10

Organization: Solitary, pair or squad (3 – 5)

Advancement: by class

Morality: Paragon +5, Renegade +15

Ability Points: 16

SPECIAL ABILITIES

Improved Bioelectric Field: The Roekaar Soldier can use its bioelectric field 2/encounter to recover 18 Shield HP.

EQUIPMENT

Grenades: 3 grenades

Armor: Angara Medium Armor (Arms – +20% dmg to Tech Powers; Shoulder – Tech powers have their duration increased by 1 action)
Omni-Tool

ROEKAAR SNIPER CR 4

XP 1,200
Medium organic (angara)
Class: Angara Resistance Fighter lvl 7
Senses: Listen +13, Spot +13
Initiative: +3
Speed: 35 ft (30 ft base, +5 ft from feat)

DEFENSE STATISTICS

Defense: 15 (+3 Dex, +2 from BAB), touch 15, flat-footed 12
Shield HP: 25 **Shield HP DR:** 0
HP: 57 (7d10+14) **HP DR:** 0
Resistances: Reduce Cold and Heat Hazard Level by 1
Fortitude: +11 (only +7 vs. environmental effects)
Reflex: +9 (only +5 vs. environmental effects)
Will: +3

OFFENSE STATISTICS

Base Attack/Grapple: +7/+9
Space/Reach: 5 ft/5 ft

Weapon: Isharay + Laser Dot (SS, R none, ammo 1, 200 ft)
One-Shot: +11
Double-Tap: N/A
Auto-Fire 1st action: N/A
Auto-Fire 2nd action: N/A
Full-Auto Fire 1st action: N/A
Full-Auto Fire 2nd action: N/A
Full-Auto Fire 3rd action: N/A
Critical: 19-20/×3
Damage: 3d12

POWER STATISTICS

Assassination rank 6 (Recharge Speed, Precision, Deadly)
Times per Encounter: 2 *Cooldown:* 3 actions
Crititical Threat Range: +3 *Duration:* 3 actions

Concussive Shot rank 5 (Force, Recharge Speed)
Times per Encounter: 2 *Cooldown:* 1 actions
Fortitude Save DC: 16 *Distance:* 10 ft
Damage: 2d6

GENERAL STATISTICS

Str: 15 **Dex:** 16 **Con:** 14 **Int:** 14 **Wis:** 12 **Cha:** 10
Feats: Improved Precise Shooting (Unique Specialization), Precise Shooting, Point Blank Shot, Stealthy, Alertness
Skills: Balance +10, Climb +9, Electronics +10, Hide +12, Jump +9, Listen +13, Move Silently +12, Search +5, Spot +13
Organization: Solitary or pair
Advancement: by class
Morality: Paragon +5, Renegade +15
Ability Points: 18

SPECIAL ABILITIES

Improved Bioelectric Field: The Roekaar Soldier can use its bioelectric field 2/encounter to recover 17 Shield HP.

EQUIPMENT

Armor: Angara Light Armor (Arms – +10% dmg to Tech Powers)
Omni-Tool

Alien Creatures

In both the Milky Way galaxy and the Andromeda galaxy exist several non-sapient life-forms that can be a threat to anyone that wanders into their lairs and terrains. Some of them can be more deadly than an entire mercenary squad.

These creatures are all organic and possess the following general rules:

- Medium BAB
- Good Fortitude save. Bad Reflex and Will saves.
- Skills and Feats: These creature gain feats normally, as well as skill points. Their class skills are: Balance, Climb, Hide, Jump, Listen, Move Silently, Search, Spot, Survival and Swim. They gain 2 skill points per level plus their Intelligence modifier (minimum of 1). At 1st HD, the gain ×4 times the number of Skill Points (minimum of 4)
- Low Intelligence score. Intelligence is the one thing separating these creatures from the sapient ones. Thus their Intelligence score never goes higher than 4.
- No morality scores.
- No equipment

Varren

Varren are omnivores with a preference for living prey. Originally native to the krogan homeworld of Tuchanka, they are – like most life from Tuchanka – savage, clannish, and consummate survivors. They are pack hunters when vulnerable prey is readily available and become scavengers when outnumbered or outclassed. Their supreme adaptability, vicious demeanor and rapid breeding cycle have made them ubiquitous and dangerous pests on many worlds. Virtually everywhere the krogan have been, varren infestations have followed, wreaking havoc with the native ecology.

The krogan have had a love-hate relationship with varren for millennia, alternately fighting them for territory and embracing them as treasured companions. To this day, krogan – and some other species, including batarians – raise them as beasts of war. A common subgenus of varren has metallic silver scales, leading to the rather unusual nickname 'fishdogs'.

VARREN CR 1

XP 300
Medium organic
Senses: Listen +4, Spot +4, Scent
Initiative: +2
Speed: 50 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex), touch 12, flat-footed 10
Plating HP: 15 (Con score)
Plating HP DR: 2 (Con modifier)
HP: 16 (2d8+4) **HP DR:** 0
Resistances: +3 bonus on all saves against temperature, radiation, and poison
Fortitude: +4 **Reflex:** +2 **Will:** +2

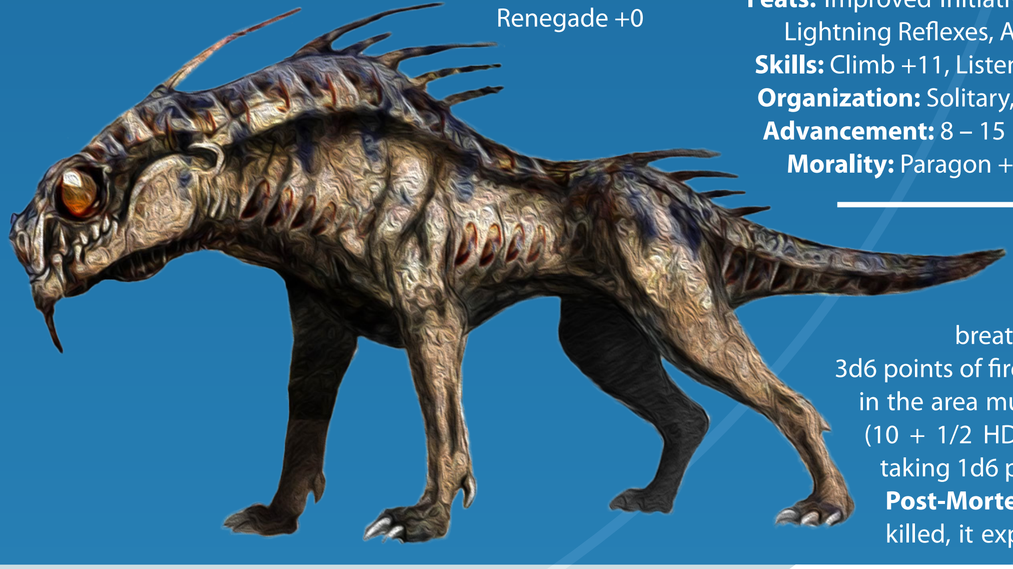
OFFENSE STATISTICS

Base Attack/Grapple: +1/+3
Space/Reach: 5 ft/5 ft

Weapon: Bite
Melee Attack: +4
Critical: 19-20/×2
Damage: 1d6+3

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 15 **Int:** 2 **Wis:** 14 **Cha:** 6
Feats: Track, Weapon Focus (bite), Alertness^B
Skills: Jump +11, Listen +4, Move Silently +4, Spot + 4, Survival + 5
Organization: Solitary, pair or pack (5 – 30)
Advancement: 3 – 4 HD (Medium); 5 – 8 HD (Large). Large varren are usually known as Alpha varren, and a pack rarely possesses more than half a dozen of these.
Morality: Paragon +0, Renegade +0



SPECIAL ABILITIES

Quadrupled creature

Klixen

The klixen are an insectoid species resembling crabs or beetles. They bear a resemblance to the rachni but are clearly a different species. Klixen are usually – if not always – found with larger flying creatures called harvesters. Klixen do not appear to use weapons, and are likely not sentient. They have fire breathing capabilities and explode violently when killed, causing splash damage.

KLIXEN CR 4

XP 1.200
Large organic
Senses: Listen +8, Spot +8
Initiative: +6
Speed: 20 ft, climb 20 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex, +1 from BAB, -1 size), touch 12, flat-footed 10
Plating HP: 35 (HD × 5) **Plating HP DR:** 0
HP: 56 (7d8+14+7) **HP DR:** 0
Resistances: +5 bonus on all saves vs fire-based effects, reduce damage from fire-based effects by 1.
Immunities: poison, disease, fear effects, mind control, pain effects
Fortitude: +6 **Reflex:** +4 **Will:** +1

OFFENSE STATISTICS

Base Attack/Grapple: +5/+12
Space/Reach: 10 ft/10 ft

Weapon: None

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 14 **Int:** 2 **Wis:** 12 **Cha:** 2
Feats: Improved Initiative, Toughness, Greater Fortitude , Lightning Reflexes, Alertness
Skills: Climb +11, Listen +9, Spot +9
Organization: Solitary, pair or pack (3 – 8)
Advancement: 8 – 15 (Large)
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature

Fire Breath: A Klixen can, at will, breathe a 15-ft cone of fire that deals 3d6 points of fire damage (1d6 per 2 HD). Anyone in the area must also make a Reflex save DC 15 (10 + 1/2 HD + Con modifier) or catches fire taking 1d6 points of damage per action.

Post-Mortem Explosion: Once a Klixen is killed, it explodes dealing 7d4 points of damage (1d4 per HD) to all up 10 feet away from him. This if a fire-based effect.

If the Klixen is killed while being frozen, he doesn't immediately explode. He must first thaw, a process taking 1 action, then he explodes.

Thresher Maw

Thresher Maws are subterranean carnivores that spend their entire lives eating or searching for something to eat. They are enormous, violent creatures that burst up from the ground without warning when disturbed.

They reproduce via spores that can lie dormant for millennia and are robust enough to survive prolonged periods in deep space and atmospheric re-entry. As a result, thresher maw spores appear on many worlds, spread by previous generations of space travelers.

Thresher maws are solitary creatures; two or three at most can be found on a single planet. They live alone in nests spanning large areas underground. They can grow in excess of 30 metres tall above the ground, with a body nearly twice that size beneath the surface. The body of an adult thresher maw never entirely leaves the ground; only the head and tentacles erupt from the ground to attack.

Aggressive and highly territorial, thresher maws feed by absorbing significant quantities of solar radiation and survive best on planets, asteroids or moons with little or no atmosphere. They also consume minerals and ores from the ground itself for use in an unusual form of photosynthesis. This metabolic process, utilizing solar radiation and minerals as raw materials, creates the fuel that powers their various biological processes and allows them to move their significant mass with surprising speed.

Due to their size, and their burrowing method of movement, thresher maws are mostly immobile above ground, but can move at incredible velocities through subterranean environments. They can absorb a tremendous amount of damage and are very hard to kill. Their attacks consist of spitting a powerful, viscous acid that splashes on contact, burrowing up from beneath their prey, and smashing their targets with their claws in close range while emitting infra sound. Due to the overwhelming, direct physical nature of their attacks shields are completely ineffective at mitigating any damage that is taken.

THRESHER MAW CR 12

XP 19.000

Gargantuan organic

Senses: Listen +3, Spot +3, Tremoresense 200 ft

Initiative: +4

Speed: 0 ft, burrow 50 ft

DEFENSE STATISTICS

Defense: 10 (-4 size, +4 from BAB), touch 10, flat-footed 6

Plating HP: 141 (Half normal HP) **Plating DR:** 2 (HD / by 9)

HP: 141 (1/2 × 18d10+108) **HP DR:** 5 (1+2× Plating DR)

Resistances: +15 bonus on all saves against temperature and radiation

Fortitude: +19 **Reflex:** +8 **Will:** +8

OFFENSE STATISTICS

Base Attack/Grapple: +13/+38

Space/Reach: 25 ft/50 ft

Weapon: Massive Claw

Melee Attack: +23

Critical: 19-20/×2

Damage: 6d8+25

Weapon: Acid Spit

Ranged Attack: +8

Range: 180 ft

Critical: 20/×2

Damage: 4d12+6

GENERAL STATISTICS

Str: 50 **Dex:** 10 **Con:** 30 **Int:** 2 **Wis:** 11 **Cha:** 11

Feats: Weapon Focus (acid spit), Iron Will, Improved Initiative, Weapon Focus (massive claw), Lightning Reflexes, Greater Fortitude , Greater Bashing

Skills: Jump +26, Listen +3, Spot + 3, Survival + 7

Organization: Solitary

Advancement: 19 – 32 HD (Gargantuan); 33 – 60 HD (Colossal)

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Tremorsense: A Thresher Maw is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground within 200 ft.

Ambush: A Thresher Maw that is burrowed and positioned beneath the target of this ability can, as a full round action, burst from the ground dealing 2d8 points of melee damage to any and all entities occupying the space the surfaced portion of the Maw will occupy.

In addition, anything occupying this area is moved to the nearest vacant square. If no adjacent squares are available the entity (creature or object) suffers an additional 1d6 points of damage for every 5 feet that must be traveled to find a vacant square. All effected creatures who are able to move, can make a DC 15 Reflex save to half the initial damage, but not damage incurred by being moved through an occupied square.

Acid Spit: Thresher Maws are capable of projecting an acid glob at distant targets. This is attack afftects a 10 ft square area. In addition, this attack is rather slow moving, with the acid travelling at 60 ft per action (it moves during the maw's turn) and the target gains double movement bonus to Defense.

Massive Claw: A thresher maw's massive claw attack has such power that it automatically bypasses Shield HP dealing damage to existing Plating HP or to normal HP. In addition, if the attack deals enough damage to remove the existing Plating HP of the target, the remaining damage of the claw (if any) is also dealt to normal HP (example: if the maw deals 30 points of damage to a character with just 15 Plating HP, that character loses his Plating HP and also takes 15 points of damage to his normal HP).

Burrowing: Thresher Maws are nearly immobile above ground so prefer to attack unsuspecting targets from below by utilizing their high burrow speed (they also use that speed to determine the bonus to Jump checks, since every time they need to jump they start the movement while underground).

Even after surfacing to engage and enemy they rarely surface entirely, preferring instead to leave approximately two-thirds of their total length underground. Because of this, thresher maws cannot be moved by any power or ability created by a creature two or more sizes smaller than the maw.

The statistics above are for a partially surfaced Maw.

Maws require only 1 action to return to underground but require a full-round to exit it.

Harvester

Harvesters are huge creatures that inhabit several worlds throughout the galaxy. Harvesters are intimidating creatures, being nearly a third of the size of a Thresher Maw and highly aggressive. Their primary means of attack appears to be flying low and “dropping” klixen. This could mean that harvesters either birth klixen or simply pick them up and relocate them. Either way suggests a rather fiendish intelligence; the harvesters are smart enough to use klixen both as shock troops and, failing that, mobile ordnance.

HARVERSTER CR 8

XP 4.800

Gargantuan organic

Senses: Listen +14, Spot +14

Initiative: +0

Speed: 10 ft, fly 40 ft

DEFENSE STATISTICS

Defense: 10 (+1 Dex, +3 from BAB, -4 size), touch 10, flat-footed 6

Plating HP: 55 (2 × Con mod + 15) **Plating HP DR:** 1

HP: 146 (15d8+75) **HP DR:** 0

Immunities: poison, disease, fear effects, mind control

Fortitude: +16 **Reflex:** +8 **Will:** +9

OFFENSE STATISTICS

Base Attack/Grapple: +11/+36

Space/Reach: 15 ft/10 ft

Weapon: Bite

Melee Attack: +20

Critical: 19-20/×2

Damage: 4d6+18

GENERAL STATISTICS

Str: 36 **Dex:** 12 **Con:** 20 **Int:** 4 **Wis:** 14 **Cha:** 6

Feats: Lightning Reflexes, Iron Will, Greater Fortitude , Improved Initiative, Alertness, Greater Bashing, Skill Focus (Listen), Skill Focus (Spot), Improved Plating

Skills: Listen +14, Spot +14

Organization: Solitary or pair

Advancement: Harversters advance by gaining new HD, as normal. They possess Medium BAB, good Fortitude save and bad Will and Reflex saves. They gain feats normally but not skill points. Also, each 3 HD provides one additional stat point.

Morality: Paragon +0, Renegade +0

SPECIAL FEATURES

Quadrupled creature

Klixen Drop: Harvesters drop klixen to deal with intruders. They can drop 2 at a time. The harvester must land in order to drop the klixen.

Eiroch

An aggressive, hard-charging carnivor with tough plates and protruding scales, found in several planets in the Heleus Cluster of the Andromeda galaxy. The creature shares some similar physical attributes to a gorilla, including walking method, although the Eiroch has scales and armor instead of fur. The Eiroch has a heart-shaped crest on its head, massive arms as its main arsenal, and sharp teeth, indicating that the beast is carnivorous in nature. They tend to be solitary hunters, or “rogues,” but may be encountered in small packs.

The beast is highly aggressive, and will actively pursue anyone when spotted. Due to its strength, it is inadvisable to challenge it alone unless the player has powerful weapons and strong team members to take it down.

Though no one can be sure as to who or what spread them across several planets of the Heleus Cluster, this massive beast has excelled in adapting to various environments.

EIROCH CR 6

XP 2,400

Large organic

Senses: Listen +9, Spot +9, Scent

Initiative: +0

Speed: 30 ft

DEFENSE STATISTICS

Defense: 11 (+2 from BAB, -1 size), touch 11, flat-footed 10

Plating HP: 40 (2×Con score)

Plating HP DR: 2 (1/2 Con modifier)

HP: 95 (8d8+40+16)

HP DR: 2 (1/2 Con modifier)

Resistances: +5 bonus on all saves against temperature, radiation, and poison

Fortitude: +11 **Reflex:** +2 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +6/+17

Space/Reach: 10 ft/10 ft

Weapon: Bash

Melee Attack: +12

Critical: 19-20/×2

Damage: 2d6+14

GENERAL STATISTICS

Str: 24 **Dex:** 10 **Con:** 20 **Int:** 2 **Wis:** 12 **Cha:** 6

Feats: Alertness, Toughness, Improved Toughness, Iron Will, Grater Bashing

Skills: Jump +17, Listen +9, Spot + 9

Organization: Solitary or pair

Advancement: 9 – 14 HD (Large); 15 – 25 HD (Huge)

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature

Eiroch Charge: Whenever an Eiroch makes a Charge attack, it deals double damage.

Adhi

Adhi are four-legged lifeforms sighted on multiple worlds, across the Heleus Cluster, often foraging together in packs. They are extremely intelligent and capable of understanding complex commands. Wandering explorers and mercenaries are often accompanied by one or two trained adhi for defense.

When attacking, adhi drive opponents out of secure positions to make them vulnerable to gunfire or a concerted attack by the rest of the pack. Their jaw strength has been measured in excess of 1900 N, dangerous even when wearing a hardsuit. Adhi also show no fear of scout rovers.

Interestingly, the adhi genome shows signs of extensive genetic engineering that resembles the "uplifting" of some domestic animals on Earth before gene modification laws were put in place. These adaptions allow them to survive in hazardous environments.

Adhi are also widely used by Angara resistance fighters and other pirate gangs.

ADHI CR I

XP 300

Medium organic

Senses: Listen +4, Spot +4, Scent

Initiative: +2

Speed: 50 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex), touch 12, flat-footed 10

HP: 29 (3d8+9+3) **HP DR:** 1

Resistances: +3 bonus on all saves against temperature, radiation, and poison

Fortitude: +5 **Reflex:** +3 **Will:** +3

OFFENSE STATISTICS

Base Attack/Grapple: +2/+5

Space/Reach: 5 ft/5 ft

Weapon: Bite

Melee Attack: +5

Critical: 19-20/×2

Damage: 1d8+3

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 16 **Int:** 2 **Wis:** 14 **Cha:** 6

Feats: Track, Weapon Focus (bite), Toughness, Alertness^B

Skills: Jump +12, Listen +4, Move Silently +4, Spot + 4, Survival + 5

Organization: Solitary, pair or pack (5 – 10)

Advancement: 4 – 10 HD (Medium)

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature

Challyrion

A mammalian creature from Andromeda. It is a savage quadruped predator that camouflages itself to sneak up to its pray. Like many other creatures native to the Heleus Cluster, there are signs the creature was 'uplifted' and spread over several worlds.

CHALLYRION CR I

XP 300

Medium organic

Senses: Listen +4, Spot +4, Scent

Initiative: +3

Speed: 40 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex), touch 12, flat-footed 10

HP: 26 (3d8+6+3) **HP DR:** 1

Fortitude: +3 **Reflex:** +1 **Will:** +1

OFFENSE STATISTICS

Base Attack/Grapple: +2/+5

Space/Reach: 5 ft/5 ft

Weapon: Bite

Melee Attack: +5

Critical: 19-20/×2

Damage: 1d6+3

GENERAL STATISTICS

Str: 16 **Dex:** 14 **Con:** 14 **Int:** 2 **Wis:** 12 **Cha:** 6

Feats: Alertness, Track, Toughness

Skills: Jump +8, Listen +4, Spot +4, Survival +3

Organization: Solitary, pair or pack (3 – 5)

Advancement: 4 – 10 HD (Medium)

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Invisibility: With 1 action, the Challyrion can turn Invisible for 6 actions. The invisibility is never broken, not even when the Challyrion attacks. This ability can only be used once every 15 actions.

Quadrupled creature

Rylkor

A lanky, fork-tongued monotreme from the Andromeda galaxy, that lurches on its two hind legs. When provoked, it strikes from a distance with an astringent spit attack; at close range, it swipes adversaries with its agile tail. It can be found on worls like Kadara and Havarl, meaning someone helped spread the race to other planets.

RYLKOR CR 3

XP 900

Large organic

Senses: Listen +7, Spot +7, Scent

Initiative: +6

Speed: 30 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex, +1 from BAB, -1 size), touch 12, flat-footed 10

Plating HP: 18 (Con score) **Plating HP DR:** 1

HP: 54 (6d8+24) **HP DR:** 1

Resistances: +4 bonus on all saves against temperature, radiation, and poison

Fortitude: +9 **Reflex:** +4 **Will:** +5

OFFENSE STATISTICS

Base Attack/Grapple: +4/+14

Space/Reach: 10 ft/10 ft

Weapon: Tail slap

Melee Attack: +9

Critical: 20/×2

Damage: 2d6+6

Special: Attack hits two adjacent squares within the Rylkor's threatened area. Use same attack roll for both squares.

Weapon: Acid Spit

Ranged Attack: +5

Range: 60 ft

Critical: 20/×2

Damage: 3d8

GENERAL STATISTICS

Str: 22 **Dex:** 14 **Con:** 18 **Int:** 2 **Wis:** 12 **Cha:** 6

Feats: Alertness, Track, Improved Initiative, Iron Will

Skills: Balance +6, Listen +7, Spot + 7

Organization: Solitary or pair

Advancement: 9 – 14 HD (Large); 15 – 25 HD (Huge)

Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature

VARIANT

The Echidna is a very similar creature to the Rylkor but it is solely native to Voeld. They gain an additional +5 bonus to resist cold environment effects and have +2 bonus to Constitution. Everything else is exactly like the Rylkor.

Galorn

Immense, hoofed creatures with plates that appear lit and off, colorful glands that span their face and jaw. They can only be found on Voeld, a planet in the Heleus Cluster of the Andromeda galaxy.

GALORN CR 2

XP 600

Medium organic

Senses: Listen +4, Spot +4, Scent

Initiative: +2

Speed: 40 ft

DEFENSE STATISTICS

Defense: 13 (+2 Dex, +1 from BAB), touch 13, flat-footed 11

Plating HP: 16 (Con score) **Plating HP DR:** 1

HP: 41 (5d8+15) **HP DR:** 1

Resistances: +5 bonus on all saves against cold effects

Fortitude: +9 **Reflex:** +3 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +3/+7

Space/Reach: 5 ft/5 ft

Weapon: Headbutt

Melee Attack: +5

Critical: 19-20/×2

Damage: 1d8+4

GENERAL STATISTICS

Str: 18 **Dex:** 14 **Con:** 16 **Int:** 2 **Wis:** 12 **Cha:** 6

Feats: Greater Fortitude, Alertness, Improved Initiative, Iron Will

Skills: Jump +13, Listen +6, Spot + 6, Survival + 6
Organization: Solitary, pair or pack (3 – 5)
Advancement: 6 – 12 HD (Medium)
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Quadrupled creature

Other Races

In the races chapter was presented several different races a player can choose from. Though the majority, they aren't, by far, the only ones that exist in the Mass Effect universe. The following pages present several other races that are part of the Mass Effect universe.

These races are not playable races due to their limitations, either social limitations or biologic limitations but nevertheless they are an important part and may be used as NPCs by the GM.

Hanar

The hanar are a species resembling Earth's jellyfish and are one of the few non-bipedal Citadel races. Hanar are known for their intense politeness when speaking, and their strong religious beliefs regarding the Protheans, whom they refer to as "the Enkindlers".

Biology: The hanar "stand" slightly taller than a human, although most of their height is in their long tentacles which have three fingers at the base. The invertebrate, water-native hanar cannot support their own weight in normal gravity. When interacting with mainstream galactic society, they rely on contra-gravitic levitation packs that use mass effect fields. Their limbs can grip tightly, but are not strong enough to lift more than a few hundred grams each. Hanar also possess the ability to secrete natural toxins.

Despite evolving in water, hanar also appear able to breathe air, or use technological means to enable this.

Culture: The hanar homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Due to the presence of Prothean ruins on Kahje, the hanar have developed a religion centered on the ancient species, calling them the "Enkindlers". Hanar myths often speak of them as an elder race that uplifted and civilized them by teaching them language.

Several hundred years ago, the hanar made contact with the drell on their nearby homeworld of Rakhana. Drell society was quickly collapsing due to overpopulation and warring over scarce resources, so the hanar rescued several hundred thousand drell and brought them to Kahje, where they integrated into hanar society with the remaining drell dying out. Now the drell serve as a client race of the hanar, and although to outside observers the relationship can be construed as a form of slavery, the reality is very different. Drell have integrated with every level of hanar society, and most consider it an honor to serve a hanar family in a tradition referred to as the Compact. Many drell become unofficial members of the family, and some even earn the privilege to learn their masters' "soul names".

The hanar communicate using sophisticated patterns of bioluminescence – which other species need machine assistance to translate (though many drell apply genetic modification to their eyes in order to perceive higher frequency flashes which allows them to understand the hanar) – and speak with scrupulous precision and extreme politeness. Most hanar take offense at improper language, and must take special courses to unlearn this tendency if they expect to deal with other species.

The hanar have two names, a "face name" and a "soul name." The face name is used as a general label for use by strangers and acquaintances. The soul name is kept for use among close friends and relations, and tends to be poetic. For example, a hanar known for its cynicism may take a name that means "Illuminates the Folly of the Dancers." That said, hanar are extremely polite, almost to a fault. They never refer to themselves in the first person with someone they know on a face name basis: to do so is considered egotistical. Instead they refer to themselves as "this one," or the impersonal "it." It is only around those who know their soul name that they would ever consider using the first person. Even when flustered or angry, a hanar will still maintain exquisite poise, and will remain formal even with those it wishes dead.

The hanar practice a religious holiday called Nyahir or "First Cresting Bloom" which lasts a full thirteen days and revolves around celebrating the gift of speech, which they attribute to having come from the Enkindlers. It is a mixture of contemplation and competition, with the faithful engaged in stylized debates, poetry duels, and other traditional hanar art forms. The winners of these events have their names inscribed in bio-luminescence on the side of Mount Vassla, an underwater volcano at the heart of one of the oldest Prothean ruins on Kahje.

Economy: Few hanar are willing to deal with other species. Economic contacts are limited to a handful of trade stations on their borders. Due to this self-imposed isolation and the unique physiology of the race, their economy is small and isolated from the rest of the galaxy. Few standard technologies (designed for bipedal and fingered species) are available in their space, and they produce very few goods that are usable by others. Possibly due to their physical frailty, the hanar employ robo-miners to excavate valuable resources.

Government: The hanar government is known as the Illuminated Primacy.

Galactic Relations: Other races sometimes see the hanar as elitist because of their intolerance for "incorrect" speech (and occasionally refer to them derisively as "jellies"). The hanar themselves are known to become vocal if their religious rights appear threatened in any way, which occasionally causes clashes with other Citadel races.

In-Game Features:

The hanar are not a playable race due to their strong limitations such as weak limbs (incapable of holding a gun), speaking through the bioluminescence in their bodies which prevents them from using armors and mounted weapons, and a very slow speed out of water.

When creating a hanar NPC, you as the GM do not need to create it like any previous NPCs. Simply determine how many HD and HP the hanar should have and give him any additional feature you feel it should be present. But keep in mind the following considerations:

Ability Scores: Hanar are not physically strong creatures, but this doesn't mean their Strength, Dexterity and Constitution scores should be negative. If you are unsure on a hanar's physical ability scores, simply set them at 10.

Size: Despite their height, hanar are medium creatures.

Class: Due to their limitations, hanar barely fit in any of the existing classes, with the possible exception of the engineer. It is also unknown whether or not hanar can use biotic powers.

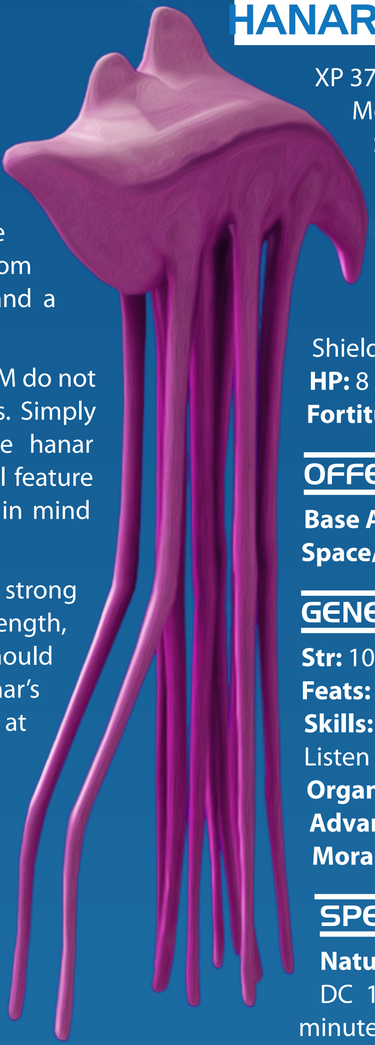
Skills: When determining the skill bonus of a hanar, remember their major physical differences. Their way of communicating, and extreme politeness, usually results on a low modifier for social skills, such as Diplomacy. And their speed and movement mode makes it nearly impossible for them to jump or climb. However, due to the technology they use to keep themselves from being crushed by their own weight when in normal gravity, they are likely to succeed in most Balance checks.

Speed: Out of water, a hanar's speed is only 5 ft. In water, however, they possess Swim speed 50 ft.

Natural Swimmers: Swimming is the natural way of movement for hanar. As such, aside from the bonus provided by the Swim speed, the hanar also possess a bonus on swim checks equal to their HD.

Strong Grip: Though weak, it is said the grip of a hanar is quite strong. Whenever using a grapple maneuver, the hanar gains a +6 bonus on the check.

Natural Toxins: Hanar can secrete natural toxins with a free action, making direct skin contact dangerous for enemies of the hanar. Use the normal rules for poisons (see the Environmental chapter) to determine the effects of the toxins.



HANAR CR 1/8

XP 37
Medium organic (hanar)
Senses: Listen +6, Spot +6
Initiative: +0
Speed: 5 ft; Swim 50 ft

DEFENSE STATISTICS

Defense: 10 (+0 Dex), touch 10, flat-footed 10
Shield HP 0 **Shield HP DR:** 0
HP: 8 (1d8) **HP DR:** 0
Fortitude: +0 **Reflex:** +0 **Will:** +4

OFFENSE STATISTICS

Base Attack/Grapple: +0/+6
Space/Reach: 5 ft/5 ft

GENERAL STATISTICS

Str: 10 **Dex:** 10 **Con:** 10 **Int:** 14 **Wis:** 14 **Cha:** 10
Feats: GM's choice
Skills: Balance +10, Bluff -2, Diplomacy -2, Intimidate -2, Listen +6, Spot +6, Swim +11
Organization: GM's choice
Advancement: GM's choice
Morality: Paragon +0, Renegade +0

SPECIAL ABILITIES

Natural Toxins: *Type:* poison, contact; *Save:* Fortitude DC 13; *Onset:* 10 minutes; *Frequency:* 1/minute for 4 minute; *Effect:* 1d2 Con damage; *Cure:* 1 save

Yagh

The yahg are a sentient race of towering humanoids native to the world of Parnack, known for their violent and aggressive nature. Consummate predators, the yahg possess unrivaled perceptiveness and mental adaptability. Discovered by the Citadel Council in 2125 CE, the yahg were unceremoniously barred from interaction with Citadel space after massacring the Council's delegation.

Biology: The yahg evolved to fill the niche of apex predator on Parnack. Yahg have four pairs of eyes, each pair designed to track and predict the movements of prey. A keen sensitivity to movement and light allows the yahg to easily read the body language of any species, making it almost impossible to lie to a yahg.

The yahg also possess a muscular, large body standing over a krogan which provides considerable physical strength and agility. They have scaly, partially armored skin ranging from red to brown, a triangular mouth adorned with sharp teeth, two large horns and facial markings on their heads. Their hands each have three fingers which include a thumb, as well as three toes on each foot.

History: When Parnack was discovered by Citadel Council surveyors in 2125 CE, the yahg were a pre-spaceflight civilization with technology equivalent to that of 20th century Earth. A Council delegation of ambassadors made first contact with the yahg and attempted to establish diplomatic relations. Unfortunately, the yahg perceived the ambassadors' attitudes and behavior as equal individuals instead of subordinates as a sign of contempt, and attacked and massacred the entire delegation. Immediately following that incident, the Citadel Council severed all contact with the yahg and declared Parnack off-limits. The Council maintains that the yahg's aggression and obsession with control make them poorly suited to integrate with the galactic community.

Culture: Yahg society is built around a pack mentality. A group of yahg will not cooperate until a single leader has attained dominance through either social maneuvering or brute force. Once the leader is established, the defeated yahg do not hold a grudge and former rivals serve their new superior loyally.

In-Game Features:

The Yahg are not a playable race because the race is barred from the citadel space, and because of their extreme aggressiveness Yahgs won't get along with anyone unless they are in command (an attitude that in the Terminus Systems results in death).

When creating an Yahg NPC, you as the GM do not need to create it like any previous NPCs. Simply determine how many HD and HP the Yahg should have and give him any additional feature you feel it should be present. But keep in mind the following considerations:

Ability Scores: Yahg are extremely strong and agile. They should have a bonus to Strength superior to that of a Krogan, and at least a +2 bonus to Dexterity and Constitution. Their pack mentality, however, imposes a penalty of at least -2 on Intelligence or Wisdom and a -4 penalty on Charisma.

Size: Yahg are Large-sized creatures.

Class: Yahg do use biotics or not (or at least no case of such was reported). They are more fitted for warrior type classes.

Speed: Yahg are faster than most creatures. Their speed should be at least 40 ft.

Plating: Like krogans, Yahg possess Plating HP.

Senses: Due to their enhanced sights, the Yahg gain a +8 bonus on Sense Motive checks and a +4 bonus on Spot checks

YAHG CR 1

XP 300
Medium organic (krogan)
Senses: Listen +0, Spot +6
Initiative: +2
Speed: 40 ft

DEFENSE STATISTICS

Defense: 12 (+2 Dex, +1 from BAB, -1 size), touch 12, flat-footed 10
Shield HP: 0 **Shield HP DR:** 0
Plating HP: 18 (Con 16 + 1/2 HD) **Plating HP DR:** 0
HP: 29 (3d8+9+3) **HP DR:** 0
Fortitude: +8 **Reflex:** +3 **Will:** +0

OFFENSE STATISTICS

Base Attack/Grapple: +3/+12
Space/Reach: 5 ft/5 ft

Weapon: Unarmed strike
Melee Attack: +7
Critical: 19-20/×2
Damage: 1d4+10

GENERAL STATISTICS

Str: 20 **Dex:** 14 **Con:** 16 **Int:** 8 **Wis:** 8 **Cha:** 6
Feats: Greater Bashing, Toughness, Greater Fortitude
Skills: Listen -1, Sense Motive +7, Spot +6
Organization: GM's choice
Advancement: GM's choice
Morality: Paragon +0, Renegade +20

SPECIAL FEATURES

Negative Charisma: Ugly

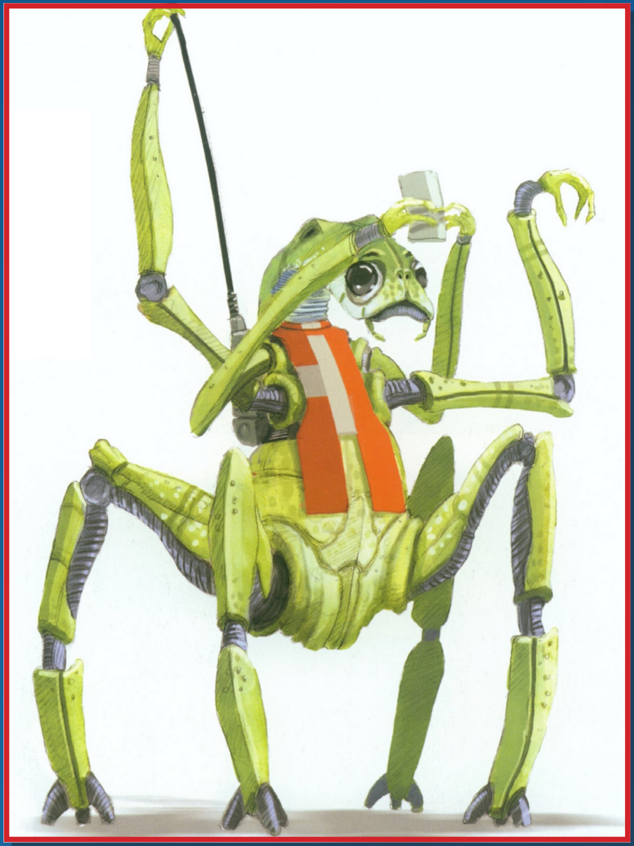
Keepers

The keepers are a bio-engineered, insectoid race found only on the Citadel. They are completely docile and harmless, and appear to exist for no other reason than to maintain the Citadel and its systems.

The keepers are believed to have been created by the Protheans to serve as caretakers of the station, and have become essential to the Citadel's operation. Very little is known about them, as they do not communicate with other species, and it is against C-Sec regulations to interfere with keeper activity.

Biology: Physically, the keepers resemble large aphids. Little else is known about their biology, other than what can be observed with the naked eye. Attempts to capture a keeper or take it into custody for study will cause the creature to undergo a sudden "self-destruct," with a form of acid being released internally. The affected keeper literally melts into a puddle of proteins and minerals in less than a minute, preventing any serious research.

Due to the fact the keepers persist in destroying themselves when interfered with, they are nearly impossible to scan or study. By Council law, it has become illegal to interfere with the keepers on



penalty of imprisonment, because the Citadel cannot be maintained without them. No matter how many keepers die due to old age, violence, or accident, they maintain a constant number. No one has discovered the source of new keepers, but some hypothesize they are genetic constructs: biological androids created somewhere deep in the inaccessible core of the Citadel itself.

Keepers are mute, at least to the perceptions of other races. Some Citadel scientists believe the keepers communicate between themselves with telepathic images, but this is mainly scientific speculation. Their inorganic components (specifically, the component on the keeper's back and its attached antenna) are speculated to facilitate the coordination between the keepers and the Citadel.

History: The asari first encountered the keepers when they discovered the Citadel. When the first asari came aboard, the keepers were already there, and quickly did everything in their power to assist the asari in settling onto the station. Ever since, the keepers have gone about the business of maintaining the Citadel in silence as they have for centuries, apparently ever since the Protheans left.

Origins: It is later revealed that the keepers, along with the Citadel, predate the Protheans; they are, in fact, the key to the Reaper genocide, which occurs when a civilization is judged to be sufficiently advanced. The keepers were likely once a race that was either created, conquered, or indoctrinated by the Reapers, possibly even the first race they enslaved. Whatever their origins, the main purpose of the keepers now is to maintain the Citadel in its attractive state so that sentient organic life will settle there, and support their habitation of the Citadel once they take possession of the station, as they have for countless other races throughout time.

However, once an organic species has settled on the Citadel and reached the required level of technological advancement, the Reapers' current vanguard, a single Reaper left behind to monitor the situation, sends a signal to the keepers compelling them to activate the Citadel relay to dark space, and begin the process of genocide. The Protheans succeeded in altering this reaction to the signal, though too late to save the Protheans themselves from extinction at the hands of the Reapers. The keepers have changed and evolved so they only respond to the Citadel itself; they are now no longer under Reaper control and pose no threat to anyone.

Culture: The keepers themselves reveal nothing of their nature and often undertake tasks that seem bizarre to other races, like rearranging offices or even changing architecture down on the Citadel Wards, with no explanation. In fact, all attempts to communicate with them have been in vain. They go about their work, seemingly oblivious to the hustle and bustle going on around them. Apart from curious scientists (and the occasional inconvenienced citizen who has had their office rearranged) most people on the Citadel stop noticing the keepers soon after they arrive.

In-Game Features:

Keepers possess no in-game features. They avoid contact with any race and a single shot kills them. If captured, they self-destruct harmlessly to those around but causing instant death to them.

Keepers do not need in-game statistics. They have no social interactions and work in whatever pace is needed.

Leviathan

The Leviathans are an ancient aquatic race that dominated the galaxy in the time before the Reapers. Proud and aloof, they regard themselves as the galaxy's first and only apex race, and all other races are merely tools meant to serve them. With the advent of the Reapers, the Leviathans were forced into hiding to preserve themselves, and were content to observe the Reapers' harvests while surreptitiously erasing any evidence of their existence over the course of hundreds of millions of years.

Biology: Like the Reapers that were designed after them, the Leviathans are massive in size and possess a resemblance to Earth cuttlefish or squid. Two sets of three eyes are embedded symmetrically on the lower dorsal surface of the body. Several tentacle-like appendages extend below the body and from the sides. The Leviathans' exterior is covered in bony, heavily ridged plates. As Leviathans are aquatic, it is believed that they can breathe oxygenated water and their bodies can withstand both the extreme pressure of ocean depths and the lesser pressure of coastal areas.

The Leviathans possess the natural ability to influence the behaviors of lesser-minded organisms to the point of complete physical and mental control, an effect that is similar to indoctrination. They can use this ability to communicate with other beings in a manner similar to telepathy, as well as to turn them into thralls. The exact mechanics of this ability are unknown, but it has been compared to the rachni's theorized ability to communicate using an organic quantum entanglement communicator analogue that stimulates neural activity. Over-exertion of this mind-control ability causes nosebleeds in humans, and in extreme cases can lead to brain damage and death.

It is possible that the Leviathans further enhanced themselves cybernetically, allowing them to use element zero to travel through space and breathe air with the use of filtration systems. They might even have modified themselves with biotic amplifiers. In addition, their faster-than-light communication pulses require precise control with technology completely unknown to modern science.

History: The early history of the Leviathans is completely unknown, but it is speculated by Task Force Aurora that they evolved on an unknown planet that also produced at least one other sapient species. The Leviathans developed the ability to communicate with and dominate land-based sapient species to serve their purposes.

Rise: Eventually, the Leviathans utilized this thrall species' civilization to achieve spaceflight and spread throughout the galaxy, despite their immense size and aquatic nature. Every new species they encountered was enthralled to serve them and provide "tribute", and in return, the thralls were cared for and protected. With their dominance assured, Leviathans considered themselves the galaxy's apex race. Over time, however, they observed that their thralls would frequently build synthetic intelligences to aid them; these synthetics consistently rebelled, wiping out many thrall species. In response, the Leviathans created an Intelligence with the mandate to preserve life at all costs.

Betrayal: The Leviathans failed to perceive the Intelligence as a threat; they considered it nothing more than another tool to achieve a set goal. As the Intelligence sought out the means to fulfill its mandate, it created an army of pawns that were dispatched to collect genetic data from species throughout the galaxy, much like the Collectors employed by the Reapers in modern times. Eventually, the Intelligence came to the conclusion that the Leviathans themselves were part of the problem, and turned against them.

The Intelligence's betrayal of its creators was sudden and devastating. Its pawns slaughtered most of the Leviathans, using their genetic material to create the very first Reaper, Harbinger, who was physically designed after the Leviathans themselves. The surviving Leviathans went into hiding, while the Intelligence used Harbinger to begin the cyclical harvest of the galaxy's species to create more Reapers, all in an effort to solve the problem of preserving life. While the Leviathans acknowledged their creation's betrayal and did not wish to be driven to extinction, they believed the Intelligence was still fulfilling its purpose.

As the Leviathans hid, they surreptitiously enthralled subsequent species to erase the remaining evidence of their existence. Resigned to the Reapers' reign, they focused their efforts on ensuring the survival of their species, watching the galaxy through organic "artifacts" for signs of their discovery. Though they had the power to destroy Reapers, demonstrated when they killed the Leviathan of Dis, the Leviathans declined to aid the galaxy's species against the Reapers.

Discovery: During the Reaper invasion of 2186, a Systems Alliance group known as Task Force Aurora began to threaten the Leviathans with discovery. Dr. Garret Bryson, the head of the task force, took interest in the Leviathan of Dis and surmised that whatever killed it might be an advantage against the Reapers in the present war. Under orders from Admiral Hackett, Aurora began investigating incidents and patterns that might lead to this Reaper-killer, the "true Leviathan of Dis". Bryson pursued several leads, including sightings of mysterious creatures around the galaxy, sites that might be frequented to gather element zero for space travel, and the activity of the Reapers as they seemingly carried out their own hunt for Leviathan. At Admiral Hackett's request, Commander Shepard meets with Dr. Garret Bryson to assist in his research.

Realizing that the Reapers fear Shepard for defeating Sovereign and the Collectors, other Leviathans reveal themselves. Together, they agree to aid the galaxy in the war against the Reapers, but because they still consider themselves the galaxy's apex race and not out of a desire to help "lesser species".

Culture: Virtually nothing was known of the Leviathans before Commander Shepard's encounter with them. No record of the Leviathans' true name exists, no ruins are attributed to their civilization, and no influence on other races has been recorded. The only traces of their existence known to remain are ancient rock paintings depicting them on Namakli, and numerous mysterious "artifacts" scattered across the galaxy.

Technology: Technologically, the Leviathans claim and are believed to be extremely advanced, even more so than the Reapers. They have the capacity to direct faster-than-light communication pulses via a method unknown to modern science and created many organic, opalescent "artifacts" through which they can communicate, control thralls, and observe the galaxy. The Leviathans' ability to develop and use organic tools has been compared to the Thorian, which similarly evolved to eschew the conventional technology depended on by other sapient species.

In-Game Features:

Leviathans are not playable races because they are Colossal-sized aquatic creatures (reaching several hundred feet in height) that are few in number but extremely powerful due to their technology and indoctrination ability.

There are no statistics for leviathans and they should be rarely and carefully used in any campaign. Their massive size, extremely resilient exterior, highly advanced technology capable of disabling any existing craft (including a Reaper) and choice of living in the depths of an ocean ensures they are nearly impossible to kill without massive force.

When dealing with other creatures, leviathans have no problem using their indocrination ability to get others to act as they desire. They see themselves as the apex of organic evolution and as the mosst advanced race in the galaxy (and they are partially right). This arrogance ensures they are extremely dangerous and impossible to trust.

Because leviathans live in aquatic environments and prefer the depths for protection (since there is only a small number of living leviathans, they are extremely careful with their survival and don't take unecessary risks if there are no real chance of survival), they contact with the outside through their spheres, which also serve as conduits for their indoctrination ability and faster-than-light communication methods.

Non-Combatant NPCs

Although combatant NPCs should be created using the general or race specific classes, those NPCs only make up for no more than an average of 10% of the entire population in the galaxy. The rest are non-combatants, characters that will run away at the first sign of trouble. Some might be important characters, such as diplomats, politicians and even rulers, while others might be simple commoners and factory workers.

While no GM truly needs to create every single NPC present in his campaign, he may need to create specific ones especially if the players have to interact with them.

In order to create these non-combatant NPCs, the GM can either create him using the standard rules for creating NPCs or he can use the following guidelines, which allows for a much faster creation:

- Decide the NPC's race and occupation (such as factory worker, clerk, lawyer, etc).

- Decide which skills are related to the NPC's occupation (a diplomat definetely requires Bluff, Diplomacy and Sense Motive, while a taxi driver may only require Piloting). The skills of non-combatant NPCs are not determined using skill ranks, instead they are granted a fixed modifier on skill checks as indicated below.

- Decide whether the NPC is in middle age or is older. If the NPC is in middle age, provide a fixed +5 modifier on the skills checks related to his occupation. If the NPC is older, the modifier is +10.

- Decide whether the NPC has only some experience in his occupation; has average experience as expected of someone with his occupation; or has great experience, making him a master and possibly an NPC with a high position in a company or firm. If the NPC has only some experience, provide him with +2 modifier. If he has average experience, provide him with +5 modifier. If he has great experience, provide him with +10 modifier.

- Determine the total skill modifier by adding the modifiers above.

- For other skills, not related to the NPC's occupation, the modifier is only +3 if the NPC is in middle age or +6 if the NPC is older. Those skills do not receive additional modifiers from experience in a given occupation.

- Add to the modifiers any bonuses granted from race, size and speed.

- Non-combatant NPCs are considered having Strength and Dexterity between 10 to 14. Their BAB is either +0, if the NPC is in middle age, or +1 if it is older. If the NPC's occupation requires him to have BAB (for example, a bouncer might need to have some combat experience), increase the BAB by +1.

- Non-combatant NPCs have 10 normal HP. If the NPC's occupation requires him to be more resistant to attacks, then their HP is 20.

- Non-combatant NPCs of races with Plating HP are considered to have between 10 to 15 Plating HP.

- Non-combatant NPCs do not possess Feats or Powers, unless their occupation calls for such.

- Non-combatant NPC rarely possess firearms and armor, or other powerful items (exceptions are dependent on the GM) and usually hold the necessary equipment for their jobs complemented with a few credits (amount of available credits depends on the NPC's job).

- Non-combatant NPCs are considered to be CR 1/8 but adjustments should be made depending on the challenge they were to the party.

- The GM is free to make any adjustments he deems necessary to make an NPC more unique.

SR2
SR2
NORMANDY
SR2

Chapter 10
Ships and Vehicles

Starships, flying cars, military warships and even ground vehicles, all of them are without any doubt the lifeblood of each society. None would be able to exist without them as they are vital for trade, people transportation, warfare and above all space exploration. Because they are so important and widely available, just about anyone with enough money can acquire them.

Type of Ships and Vehicles

In the Mass Effect universe one can find at the very least three groups of ships and vehicles: land vehicles, flying vehicles and starships. There are millions of models of each group, some completely different, others just with slight different specifications. It is impossible to list them all and so this game considers that within each group there are a few types of vessels, each with its weaknesses and strengths:

Land Vehicles

Land vehicles have a history almost as long as that of civilization. But as flying vehicles become cheaper, easier to pilot and capable of carrying even more, land vehicles are slowly being replaced. They are still used by new settlers and the military, since they are still quite cheaper than a flying vehicle or a starship. Among the existing vehicles, the most notable are the krogan Tomkah and the Alliance M35 Mako.

Flying Vehicles

Flying vehicles are, nowadays, the most common means of transportation within a planet or station. Slender flying cars capable of transporting up to four people are the most common (so common that the same design is used just about everywhere). Other vehicles, like limousines and freighters also exist.

Flying vehicles are capable of moving through the void of space but they are very limited in terms of range and fuel, and are also unable to reach the necessary escape velocity to leave any planet or moon (though asteroids and stations do not create enough gravitational pull to prevent them from leaving). The most notable are the A-61 Mantis Gunship and the skycar.

Starships

The most expensive, fastest and powerful of all vessels, as well as most varied, starships are the most useful of all ships, coveted by all. Of course, only warlords, government agencies and military have the funds enough to build, buy and maintain a large number of these crafts, and even acquire the most powerful ones. The largest of the starships, the dreadnaughts, are almost like stations of their own, with crew numbers ranging higher than ten thousand people. The most notable of starships are the UT-47 Kodiak, the SSV Normandy, the Normandy SR2 and the Destiny Ascension Asari Dreadnaught.

Ships and Vehicles Statistics

This next section covers the statistics for ships and vehicles. All the statistics here presented are general, the GM can easily adapt them depending on his own vision of different vehicles and ships.

Crew: This entry provides information on how many drivers/pilots are required to drive/pilot the vehicle/ship. When driving/piloting, the character makes a Basic Driving/Piloting, Advanced Driving/Piloting or an Extreme Driving/Piloting check. If there are more than 1 pilot, only one makes the check and the others can use their Piloting skill to make an Aid Another check to provide a +2 bonus on the main check.

Speed: This represents the speed of a vehicle/ship. This line presents may present up to three different values: one for when the ship is moving at faster-than-light speeds, another when it is moving at sublight speeds and a third one for when it is moving in the ground or at speeds below the escape velocity.

The first is measured in Light Years per hour, the second is measured in Astronomical Units per hour (1 AU = 150.000.000 km) and the third one if presented in feet moved per action (in parenthesis is indicated the air speed in miles per hour). Ships always use their air speed while within a planet's atmosphere, except when using escape-velocity thrusters (otherwise the air-resistance might damage the ship). While within a star system, ships move at sublight speed because while moving at FTL speeds they are unable to use their sensors and thus would be unable to avoid a small fast moving obstacle like another ship (a collision between ships while at that speed would completely disintegrate both). While moving between systems the ships use FTL speed since the likelihood of colliding with other ships or fast moving obstacles in the empty space between stars is extremely low. In FTL, the only sensors that work are those capable of detecting gravity wells from large asteroids and other astral bodies (thus allowing a course correction, in case some lone wandering astral body threatens the ship).

Although not indicated here, remember that FTL travel builds up static charge that needs to be discharged from time to time, lest it discharge it to the ship, electrocuting its crew and frying all its computers. To discharge, a ship must be grounded or must use a planet's magnetic field (the stronger the better). Discharging takes around 20 minutes per hour spent in FTL (less in planets with strong magnetic

Land Vehicles:	**Land Car**	**Land Freighter**	**Land Explorer Car**
Crew required	1	1	1
Speed (ft)	880 (200 miles/h)	792 (180 miles/h)	836 (190 miles/h)
Fuel Consumption	1 unit per 200 miles Reserve: 8 units of fuel	1 unit per 90 miles Reserve: 8 units of fuel	1 unit per 190 miles Reserve: 8 units of fuel
Plating HP	100	180	80
Plating HP DR	3	4	3
Size	Large	Huge (10 ft × 15 ft or more, up to 60 ft)	Large
Piloting DC			
Basic driving	5	8	6
Advanced driving	10	13	11
Extreme driving	20	23	21
Special	Land transport made for civilians. Can only move in roads and flat terrain	Land transport made for goods. Can only move in roads and flat terrain	Land transport made for explorer s and settlers. Can only move in roads, flat terrain and low-step hill terrain
Purchase Cost (credits)	5.000	10.500	8.000
Weekly cost (credits)	5	10.5	8
	Hover Bike	**Antiquated Tank (example: Tomkah Tank)**	**Tank (example: M29 Grizzly)**
Crew required	1	1	2 (1 pilot, 1 gunner)
Speed (ft)	1,100 (250 miles/h)	352 (80 miles/h)	352 (80 miles/h)
Fuel Consumption	1 unit per 250 miles Reserve: 8 units of fuel	1 unit per 40 miles Reserve: 12 units of fuel	1 unit per 40 miles Reserve: 12 units of fuel
Plating HP	80	200	250
Plating HP DR	2	6	6
Size	Large	Huge (15 ft × 35 ft or more, up to 60 ft)	Huge (15 ft × 35 ft or more, up to 60 ft)
Weaponry	–	Heavy Machine Gun	Heavy Machine Gun; Cannon (SS weapon, 8d8 damage (average 36), 200 ft)
Heavy Weapon check bonus	–	+3	+5
Piloting DC			
Basic driving	6	8	10
Advanced driving	11	13	15
Extreme driving	21	23	25
Special	Land transport for one or two persons. Can only move through any low-steeped or flat terrain. Does not offer protection to the riders	Anti-infantry heavy vehicle, capable of carrying up to six troops. Can only move in roads, flat terrain and stepped hills terrain	Anti-infantry and anti-armored heavy vehicle, capable of carrying up to ten troops. Can only move in roads, flat terrain and stepped hills terrain
Purchase Cost (credits)	4,000	35,000	50,000
Weekly cost (credits)	4	35	50

fields) and this must be done, at maximum, after every 50 hours of FTL travel.

Fuel Consumption: This entry indicates how much fuel the vehicle/ship consumes per hour of flight depending on the travel mode. It also present the quantity of units of fuel the vehicle/ship can carry.

Plating/Shield HP: Vehicles/ships do not possess normal HP. They have instead Plating HP (and some

Land Vehicles:	Advanced Tank (example: M35 Mako)	Top-of-the-line Tank (example: M-44 Hammerhead)
Crew required	2 (1 pilot, 1 gunner)	2 (1 pilot, 1 gunner)
Speed (ft)	396 (90 miles/h)	396 (90 miles/h)
Fuel Consumption	1 unit per 45 miles Reserve: 15 units of fuel	1 unit per 50 miles Reserve: 12 units of fuel
Plating HP	220	150
Plating HP DR	6	3
Shield HP	100	–
Shield HP DR	3	–
Regenerative Abilities	Shield Regenerates at a rate of 5 per round	–
Size	Huge (15 ft × 30 ft or more, up to 60 ft)	Huge (15 ft × 25 ft or more, up to 60 ft)
Weaponry	Heavy Machine Gun; Cannon (SS weapon, 10d8 damage (average 45), 200 ft, deals 1/2 damage in 10 ft radius)	Rocket Launcher: like *ML-77 Missile Launcher* with triple range and triple damage.
Heavy Weapon check bonus	+5	+3
Piloting DC		
Basic driving	12	15
Advanced driving	17	20
Extreme driving	27	30
Special	Anti-infantry and anti-armored heavy vehicle, capable of carrying up to five troops. Capable of being dropped from over 1000 ft. Can move in any non-aquatic land terrain. Can jump 100 ft in the air.	Anti-infantry and anti-armored heavy hovercraft, capable of carrying up to four troops. Capable of being dropped from over 1000 ft. Can move in any non-aquatic land terrain and can temporarily hover over liquid terrain, including dangerous one like magma. Can jump 200 ft in the air.
Purchase Cost (credits)	65,000	95,000
Weekly cost (credits)	65	95

of them have shields). Those that have also have an entry for Plating HP DR and/or Shield HP DR.

If no entry for Plating HP and Plating HP DR is present, it means that hand-held firearms, or even heavy weapons, cannot damage the vehicle/ship.

Size: This line provides information about the size of the vehicle/ship. If no information is provided, it means the size if probably beyond colossal and is up to the GM to decide.

Piloting DC: These entries provide the DC for the three different types of driving/piloting the character can do with the vehicle/ship.

Weaponry: This line provides information on the weaponry available for the vehicle/ship. To use this weaponry, one of the crew members makes a Heavy Weapons check instead of an attack roll (if the vehicle/ship has only 1 crew, then the pilot makes the check). Following this line is another that presents a bonus to this Heavy Weapon's check, provides by the vehicle's/ship's combat software.

Frigates, cruisers, heavy cruisers, carriers and dreadnaughts have no weaponry entry because these ships cannot be used for normal combat. Their weapons are so large that they are not used against infantry and characters on foot. They might be used against vehicles/ships. In those cases, if those ships hit vehicles or any other ship smaller than a Frigate, they automatically destroy it killing anyone inside.

Please note that all the damage from these weapons carries to the next layer of protection. So if a Shuttle is used to deal 60 points of damage to a character that has only 30 Shield HP and no Plating HP, that character will lose all its Shield HP and will also take 30 points of damage to his normal HP. DR applies as normal.

Vehicles and Ships are considered to have infinite ammo.

Special: This line indicates special information that one must take into account when driving/piloting the vehicle/ship.

Purchase Cost: This value indicates how much it costs to acquire a specific vehicle/ship. For ships that require more than 2 crew members, the crew is already included in the cost.

The time it requires to have an available vehicle/

Flying Vehicles:	**Gunship (example A-61 Mantis)**	**Common Skycar**	**Advanced Skycar**	**Top-of-the-line Skycar**
Crew required	1	1	1	1
Speed (ft)	1,760 (400 miles/h)	924 (210 miles/h)	990 (225 miles/h)	1,056 (240 miles/h)
Fuel Consumption	2.5 units per 100 miles Reserve: 15 units of fuel	1 unit per 75 miles Reserve: 7 units of fuel	1 unit per 75 miles Reserve: 10 units of fuel	1 unit per 90 miles Reserve: 10 units of fuel
Plating HP	120	50	75	75
Plating HP DR	3	3	3	3
Shield HP	60	–	–	–
Shield HP DR	1	–	–	–
Regenerative Abilities	Shield Regenerates at a rate of 3 per round	–	–	–
Size	Gargantuan	Large	Large	Large
Weaponry	Heavy Machine Gun; Rocket Launcher: like *ML-77 Missile Launcher*	–	–	–
Heavy Weapon check bonus	+5	–	–	–
Piloting DC				
Basic piloting	10	7	6	5
Advanced piloting	15	12	11	10
Extreme piloting	25	22	21	22
Special	Anti-infantry craft, capable of transporting up to a dozen troops	Flying transport made for up to 4 civilians	Flying transport made for up to 4 civilians	Flying transport made for up to 4 civilians
Purchase Cost (credits)	60,000	30,000	100,000	700,000
Weekly cost (credits)	60	30	100	700

Starships:	**Shuttle (example UT-47 Kodiak)**	**Fighter Craft**	**Interceptor**
Crew required	1 or 2 pilots	1	1
Speed (ft)	FTL: 0.6 ly/h Sublight: 7.5 AU/h Air speed: 2,200 ft (500 miles/h)	FTL: 0.70 ly/h Sublight: 8.75 AU/h Air speed: 10,560 ft (2,400 miles/h)	FTL: 0.70 ly/h Sublight: 9.38 AU/h Air speed: 11,439 ft (2,600 miles/h)
Fuel Consumption	FTL: 7.5 units per y Sublight: 0.3 unit per AU Air speed: 0.06 units per mile Reserve: 200 units of fuel	FTL: 6.25 units per ly Sublight: 0.26 unit per AU Air speed: 0.05 units per mile Reserve: 200 units of fuel	FTL: 6.25 units per ly Sublight: 0.24 unit per AU Air speed: 0.04 units per mile Reserve: 200 units of fuel
Plating HP	250	200	230
Plating HP DR	4	4	5
Shield HP	60	30	30
Shield HP DR	1	1	1
Regenerative Abilities	–	–	–
Size	Huge (15 ft × 35 ft)	Large (10 ft × 15 ft)	Large (10 ft × 15 ft)
Weaponry	Cannon (SS weapon, 20d6 damage (average 70), 200 ft, deals 1/2 damage in 10 ft radius)	Cannon (SS weapon, 20d8 damage (average 90), 200 ft, deals 1/2 damage in 10 ft radius)	Cannon (SS weapon, 25d8 damage (average 112), 200 ft, deals 1/2 damage in 10 ft radius)

Heavy Weapon check bonus	+5	+5	+6
Piloting DC			
Basic piloting	12	11	11
Advanced piloting	17	16	16
Extreme piloting	27	26	26
Special	Can carry up to 10 people		
Purchase Cost (credits)	80,000	100,000	572,000
Monthly cost (credits)	240	300	1,716

Starships:	**Frigate**	**Cruiser**	**Heavy Cruiser**
Crew required	30 (1 single pilot)	300 - 400 (3 pilots)	400 - 500 (5 pilots)
Speed (ft)	FTL: 0.6 ly/h Sublight: 9 AU/h Air speed: 1,760 ft (400 miles/h)	FTL: 0.55 ly/h Sublight: 8.25 AU/h Air speed: 400 ft (90 miles/h)	FTL: 0.5 y/h Sublight: 7.5 AU/h Air speed: 300 ft (70 miles/h)
Fuel Consumption	FTL: 11.25 units per ly Sublight: 1.5 units per AU Air speed: 0.09 units per mile Reserve: 1,000 units of fuel	FTL: 23 units per ly Sublight: 3.27 units per AU Air speed: 0.44 units per mile Reserve: 1,500 units of fuel	FTL: 38 units per ly Sublight: 10.8 units per AU Air speed: 0.86 units per mile Reserve: 2,000 units of fuel
Plating HP	–	–	–
Plating HP DR	–	–	–
Shield HP	–	–	–
Shield HP DR	–	–	–
Piloting DC			
Basic piloting	13	18	23
Advanced piloting	18	22	28
Extreme piloting	28	32	38
Special		Can carry 30 Fighter and/or Interceptor ships	Can carry 30 Fighter and/or Interceptor ships; Only the Human Alliance produces Heavy Cruisers
Purchase Cost (credits)	3,271,800	78,715,000	207,050,000
Monthly cost (credits)	9,815	236,145	621,150

Starships:	**Carrier**	**Dreadnaught**
Crew required	600 - 1,000 (5 pilots)	800 - 10,000 (10 pilots)
Speed (ft)	FTL: 0.48 ly/h Sublight: 6 AU/h Air speed: 240 ft (54 miles/h)	FTL: 0.45 ly/h Sublight: 4.5 AU/h Air speed: 180 ft (40 miles/h)
Fuel Consumption	FTL: 46 units per ly Sublight: 22.5 units per AU Air speed: 1.5 units per mile Reserve: 3,500 units of fuel	FTL: 90 units per ly Sublight: 42 units per AU Air speed: 2.5 units per mile Reserve: 5,600 units of fuel
Plating HP	–	–
Plating HP DR	–	–
Shield HP	–	–
Shield HP DR	–	–

Piloting DC		
Basic piloting	28	33
Advanced piloting	33	38
Extreme piloting	43	48
Special	Can carry 300 Fighter and/or Interceptor ships and 5 Frigate ships	Can carry 70 Fighter and/or Interceptor ships and 4 Frigate ships
Purchase Cost (credits)	1,000,023,000	20,034,210,000
Monthly cost (credits)	3,000,069	60,102,630

Starships:	**Space Passenger Freighter**	**Space Cargo Freighter**	**Space Explorer Freighter**
Crew required	4 (2 pilots)	4 (2 pilots)	4 (2 pilots)
Speed (ft)	FTL: 0.6 ly/h Sublight: 9 AU/h Air speed: 800 ft (180 miles/h)	FTL: 0.5 ly/h Sublight: 8,25 AU/h Air speed: 720 ft (160 miles/h)	FTL: 0.75 ly/h Sublight: 8,25 AU/h Air speed: 640 ft (144 miles/h)
Fuel Consumption	FTL: 11.5 units per ly Sublight: 2.25 units per AU Air speed: 0.13 units per mile Reserve: 800 units of fuel	FTL: 16 units per ly Sublight: 2.5 units per AU Air speed: 0.16 units per mile Reserve: 800 units of fuel	FTL: 8.5 units per ly Sublight: 1.64 units per AU Air speed: 0.14 units per mile Reserve: 800 units of fuel
Plating HP	–	–	–
Plating HP DR	–	–	–
Shield HP	–	–	–
Shield HP DR	–	–	–
Piloting DC			
Basic piloting	8	10	10
Advanced piloting	13	15	15
Extreme piloting	23	25	25
Special	Can transport up to 100 people and their cargo	Transports cargo and a few dozen people at best	Transports up to 20 people and cargo for exploration missions. Has a launch pad for three shuttles/skycars.
Purchase Cost (credits)	85,000	95,000	110,000
Monthly cost (credits)	255	285	330

ship, after being purchased, is around 1d6 days (GM may determine otherwise). Construction times, however, are much larger. This cost cannot be reduced unless the GM says so.

Selling a svehicle/hip usually provides no more than 1% of the purchase cost.

Weekly/Monthly Cost: The total value it costs to maintain the ship per week or month. Usually this cost equals 0,1% of the purchasing cost for land and flying vehicles and 0,3% of the purchase cost for starships, with the first being paid weekly and the second monthly. This is paid at the beginning of each week/month and includes the crew's pay.

Saving Throws: Ships and Vehicles always succeed on any Fortitude and Will save but always fail any Reflex save.

Defense: Vehicles and Ships have a base Defense of 5 (apply other modifiers as normal)

General Description

As previously stated, it is impossible to list all vehicles and ships that exist in the Mass Effect universe. But general concept ships are possible and already presented. Here you can find the general description of those vehicles and ships.

Note: Unless otherwise stated, the characters inside a vehicle/ship cannot be targeted or unless those characters have a window opened/door opened/destroyed and are adjacent to it, and even so they provide three-quarters cover.

In addition, all vehicles and ships, unless otherwise noted, are air-tight and can be used to move in environments without atmosphere, with exception of space in which only ground vehicles cannot move). The amount of air available is generally around 8 hours.

Carrier: Carriers are dreadnought-sized vessels that carry a large amount of fighters. All races provide their fleets with organic fighter support. Carriers fit several hundred fighter crafts in the space between the interior pressure hulls and exterior armor. Dreadnoughts have a hangar deck within the hull. Humans – who had only recently "graduated" from surface to space combat – were the first to build ships wielding fighters as the main armament.

In fleet combat, carriers stay clear of battle, launching fighters bearing disruptor torpedoes. Fighters are the primary striking power of the ship; if a carrier enters mass accelerator range of the enemy, things have gone very wrong.

It is possible to recover and rearm fighters during combat, though most carriers seal the flight deck and try to stay out of the way. The flight deck is essentially a corridor through the armor and into the heart of the vessel. A single well-placed torpedo is enough to gut a carrier.

Cruiser: Cruisers are middle-weight combatants, faster than dreadnoughts, and more heavily-armed than frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas. Cruisers cannot land on medium or high-gravity worlds, but do possess the ability to land on low-gravity planets.

Cruiser-weight starships are the standard combat unit encountered away from large naval bases, the "poor bloody infantry" of most fleets. Nimble scouting frigates have neither the punch nor the stamina to stand up to serious combat, and the mighty dreadnoughts are a strategic resource, carefully hoarded and committed to the most critical battles.

Cruisers perform routine independent "show the flag" patrols in settled systems and lead flotillas of frigates in small engagements, such as pirate suppression campaigns. In major fleet engagements, cruiser squadrons support the dreadnought battle line by screening their flanks against enemies attempting to maneuver for a main gun "bow shot" from their vulnerable broadsides.

Cruiser, Heavy: Developed and employed solely by the Human Alliance, heavy cruisers are a mix between dreadnaughts and cruisers, not counting as the first for the purpose of the Treaty of Farixen that imposes a limit on the number of dreadnaughts that each Council race can have.

Dreadnaught: Dreadnoughts are kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions. A dreadnought's power lies in the length of its main gun. Dreadnoughts range from 800 meters to one kilometer long, with a main gun of commensurate length. An 800-meter mass accelerator is capable of accelerating one twenty-kilogram slug to a velocity of 4025 km/s (1.3% the speed of light) every two seconds. Each slug has the kinetic energy of about 38 kilotons of TNT, about two and a half times the energy released by the fission weapon that destroyed Hiroshima.

The Treaty of Farixen stipulates the amount of dreadnoughts a navy may own, with the turian peacekeeping fleet being allowed the most. As of 2183, the turians had 37 dreadnoughts, the asari had 21, the salarians had 16, and the Alliance had

NORMANDY
SR2

6 with another under construction. As of 2185, the dreadnought count was 39 turian, 20 asari, 16 salarian, and 8 human. By 2186, humans construct a ninth dreadnought, and the volus have built a single dreadnought of their own. The geth, unbound by the treaty, possess almost as many dreadnoughts as the turians. In preparation for the retaking of their homeworld, the quarians fitted their Liveships with dreadnought cannons, effectively making them dreadnought-class vessels. The batarians are stated to possess dreadnoughts, but the exact number is unknown.

Dreadnoughts are so large that it is impossible to safely land them on a planet, and must discharge their drive cores into the magnetic field of a planet while in orbit. The decks of large vessels are arranged perpendicular to the ship's axis of thrust, so that the "top" decks are towards the front of the ship and the "bottom" decks are towards the rear of the ship.

Fighter Craft: Fighters are single-pilot combat small craft. They are lightweight enough that they can be economically fitted with powerful element zero cores, making them capable of greater acceleration and sharper maneuvers than starships.

Frigate: Frigates are light escort and scouting vessels. They often have extensive GARDIAN systems to provide anti-fighter screening for capital ships, and carry a squad of marines for security and groundside duty. Unlike larger vessels, frigates are able to land on planets.

The most important role filled by frigates is reconnaissance. Sensors, unlike ships and communications employing the mass effect, are limited to the speed of light. Subsequently, a stationary observer can only detect a vessel one light-year away when its light arrives at the observer's location, one year after leaving said vessel.

Because faster-than-light attackers always arrive before defenders can detect them with luminal sensors, attackers can always surprise defenders. For defense, fleets surround themselves with spheres of scouting frigates scanning for enemy ships and transmitting warnings to the main body.

Frigates achieve high FTL cruise speeds because of their high-performance drives. They also have proportionally larger thrusters and lighter design mass, allowing them greater maneuverability. In combat, speed and maneuverability make frigates immune to long-range fire of larger vessels.

In fleet combat, frigates are organized into "wolf pack" flotillas of four to six. Wolf packs speed through enemy formations, hunting enemy vessels whose kinetic barriers have been taken down by fighter-launched disruptor torpedoes. The wolf pack circle-strafes vulnerable targets, using their superior speed and maneuverability to evade return fire.

Gunship: An anti-infantry aircraft, capable of transporting troops. It is also lightly shielded, to compensate its weak armor.

Hover Bike: Descendant of the ancient two-wheeled vehicles named bikes, these hover vehicles can transport from one to two persons. Much like Land Cars, Hover Bikes are unable to move on surfaces other than flat surfaces and roads but because they hover 2 and 3 feet above ground, they can pass through any kind of terrain, even liquid.

Hover Bikes, however, provide no protection to its riders, except a one-quarter cover bonus. In addition, Hover Bikes cannot be used in environments without atmosphere, and they have no air reserve of their own.

Like with Land Cars, weapons in them are prohibited.

Interceptor: These ships are quite similar to fighter crafts. They are one-man ships that are highly maneuverable. These, however, are specialized in fighting off and destroying other fighter crafts.

Land Car: A land transport made for civilians that can only move through roads and flat terrain. A land car can have from 3 to 6 wheels. Its design is based on race, planet and even city it is developed and generally allows for transportation of 1 to 12 people (the most common land cars transport only up to 5 people). Land cars do not possess weaponry of any kind and are prohibited by law to have any installed.

Land Explorer Car: Descendent of jeep-type vehicles, these 4 to 6-wheeled vehicles are strong and powerful, capable of moving through various types of terrain including low-stepped ones. They are mostly used by new settlers and new-world explorers and can carry up to 4 people. Like with Land Cars, weapons in them are prohibited.

Land Freighter: Land goods transport. Land Freighters are lengthy vehicles capable of transporting several tons of goods and products in containers that can be specialized to transport any type of goods, from those that require freezing, vacuum, heat, high safety, etc. These vehicles can have different sizes, depending on the type of goods they transport and all of them are bulky and more difficult to maneuver than a normal Land Car. Like with Land Cars, weapons in them are prohibited.

Shuttle: A common troop transport, the shuttle is used to carry troops around, as well as to provide some air support.

Skycar, Common: The most common type of vehicle, the skycar, is a flying vehicle made for civilian transport. It can carry up to 4 people and their luggage. It is weakly armored and its design is not merely common but also widely accepted in just about any world.

Skycar, Advanced: While not different in design from the common skycar, the advanced skycar is faster and easier to maneuver.

Skycar, Top-of-the-line: While not different in design from the common skycar, the top-of-the-line skycar is the fastest civilian vehicle available, and its software and integrated VI assist in the piloting, making it also the easiest skycar to pilot.

Space Cargo Freighter: These large ships are used for transportation of cargo between planets and stations. They are simplistic in size and possess only one engine. The rest of the ship is mostly made of huge containers that can effectively work as independent modules, capable of being removed or attached to a ship and converted to the cargo needs.

Space Explorer Freighter: Quite similar to a Space Cargo Freighter in terms of designed, these ships are made mostly for settlers. All its containers can be separated from the ship and deployed in a new planet to serve as independent living shelters. They are also designed to be faster in FTL travel, though they are smaller while in other modes of travel.

Space Passenger Freighter: These freighters are similar to a Space Cargo Freighter, only made to transport a large number of people between worlds, stations, colonies and even ships. They lack the maneuverability and speed of shuttles, making them useless for military use.

Tank: Tanks are heavily armored vehicles capable of transporting troops and suppressing enemy infantry and/or armor. Their design and style depends heavily on the society that builds them.

Tank, Advanced: These types of tanks are more and faster maneuverable than average tanks and possess better weaponry.

Most advanced tanks possess propulsion systems that allow them to be dropped from high up or to be used to jump over small obstacles.

Tank, Antiquated: Sturdy and quite big, antiquated tanks are no longer produced, at least not by the advanced civilized races of Council space (some in the Terminus Systems might still produce them). Antiquated tanks can also be found in worlds where its citizens or settlers do not have access to better equipment, have no factories capable of producing better equipment (like the Krogan), or simply lack resources to acquire/produce better tanks. Antiquated tanks also have the ability to carry a small squad.

Antiquated tanks lack the weaponry that new tanks have, but they are easier to maneuver than the most advanced ones.

Tank, Top-of-the-line: The next generation of tanks no longer moves through the ground, rather it uses hover technologies to be able to move through most terrains. They also possess higher speed and a single weapon that is versatile enough to be used against both infantry and armored vehicles.

Thanks to the hover technology, and the advanced tank's propulsion systems, the advanced tank is capable of making long jumps high up in the air.

Driving/Piloting

Just about anyone can drive/pilot a vehicle, but not everyone can take full advantage of it. When driving/piloting, the character in charge of the vehicle/ship makes a Piloting skill check based on the type of driving/piloting it wishes to make (DC is based on that as well on the ship). The three types of driving/piloting are:

Basic Driving/Piloting: the ability to drive/pilot the vehicle/ship though its most basic maneuvers such as moving around, thrusting, parking, make high-angled turns, etc. A basic driving check is used for day-to-day activities and assumes the character will drive/pilot at a reasonable speed, going sometimes a little above the speed limit.

Advanced Driving/Piloting: the ability to drive/pilot the vehicle/ship through more advanced maneuvers and events, such as mid-speed races, make emergency maneuvers to avoid an accident, constantly drive/pilot at speeds up to 50% higher, go through trails not suited for the vehicle/ship or through more tight corners, attempt to lose someone tailing the character, or do other things that distract from driving/piloting like activating an omni-tool to read messages or talk to someone through the communicator. Advanced Driving is also used when engaged in combat situations.

The character must have 5 ranks in Piloting in order to be able to make Advanced Driving checks.

Extreme Driving/Piloting: the ability to drive/pilot the vehicle/ship through the most extreme maneuvers (including crazy ones). This level of driving is used for extreme situations such as high-speed races, vehicle/ship chases, for when attempting to drive/pilot while performing other violent actions such as fighting with someone inside the vehicle/ship or attempting to fire at someone on the outside through a window/door. Extreme driving is also used during battles when the character wants to use out-side-the-box tactics.

The character must have 8 ranks in Piloting in order to be able to make Extreme Driving checks.

If the check is successful, the character can perform what he/she hoped to. But if the check fails, the character fails at doing so. The result of this depends on the situation and the GM (though usually the vehicle/ship continues to perform as it did before the check. For example: if attempting a tight curve with a Land Car, by making an Advanced Driving check, a failure could result on the car continuing to move forward and crashing onto something).

The GM may apply additional modifiers to the DC or the check, depending on the situation (example: piloting an old vehicle/ship could apply a penalty on the check).

Vehicle and Ship Customization

Previously several generic vehicles and ships were presented but when the PCs get their hands on one, they will want something more than generic vehicle/ship, they'll want to customize it to fit their needs and tastes. This section seeks to cover that by presenting different possible upgrades for a standard ship, its costs and what kind of upgrades can a ship have installed.

A ship can be upgrades at any place that sells or produces them, assuming the necessary resources and/or credits are available. All upgrades are listed in the following way: first a general description is provided, then followed with a Price line that can either be a specific amount of credits and/or resources or it states that it costs a specific amount of credits based on the ship's normal cost. Following that, comes the entry that states the benefits of that upgrade. Last, is a line that states whether a specific generic vehicle/warship already has the upgrade in question or not.

Some of these upgrades may present a 'special' entry that provides useful information, such as how much would a vehicle/ship cost if it was bought without the indicated upgrade.

Please note that the costs here presented are not subjected to any sort of price reduction, unless the GM says otherwise.

If a vehicle/ship has additional rooms, armament, software, etc, than it originaly possesses, that vehicle/ship cannot be inserted in a group unless every vehicle/ship in the group has the same additional costumizations.

Ship's Rooms

Big ships like Frigates, Cruisers, Heavy Cruisers, Carriers, Dreadnaughts and Space Freighters can have many different rooms, each with its potential and benefits. Many of these rooms are already present in some of the generic warhips.

These rooms can only be placed on those big ships.

Armory

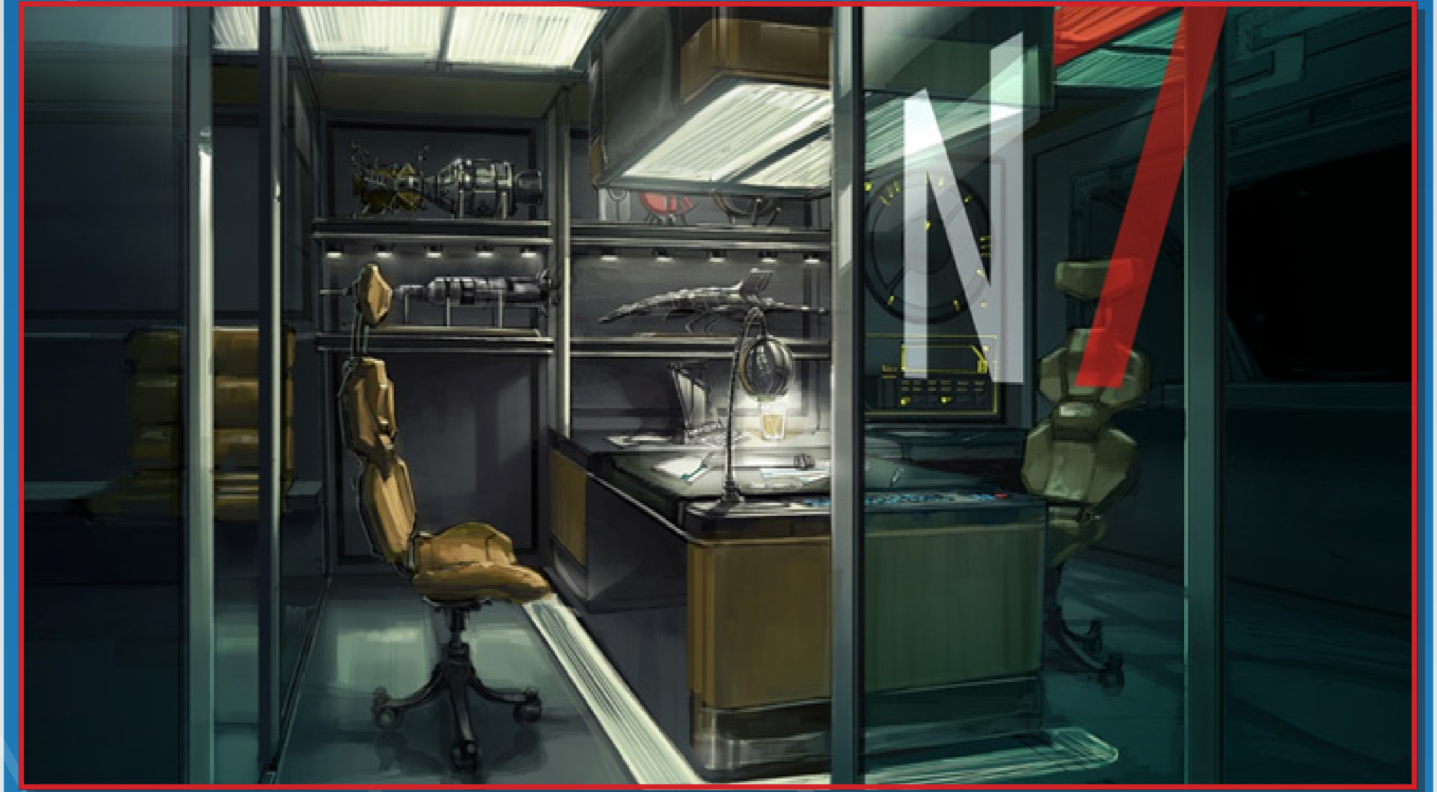
One of the most important rooms in any warship, the armory contains materials and resources to repair and rearm any weapon on the ship.

Only military ships, or ex-military ships, are legally allowed to have armories. Transports and civilian ships are not legally allowed and may be confiscated if this rule is broken.

Price: 10% of the ship's base Purchase Cost.

Benefits: Can store up to 100 Thermal Clips. They are automatically restocked, at no cost, when docking at a station that sells them. In addition, a character receives +2 bonus on any Repair check made in the armory.

Present on: Any Frigate, Cruiser, Heavy Cruiser, Carrier and Dreadnaught already comes with an Armory.



Special: A Frigate can be bought without having an armory. In that case reduce the Purchase Cost of the Frigate by 10%.

Extended Armory

An extended armory improves any existing armory and makes it even more effective when it comes to restock soldiers of the ship.

Price: 10% of the ship's base price.

Benefits: Can store up to 1000 Thermal Clips, 100 Grenades and 500% Heavy Weapon Ammo. They are automatically restocked, at no cost, when docking at a station that sells them.

Present on: Any Dreadnaught already comes with an Extended Armory.

Special: The ship must have an Armory before an Extended Armory can be bought.

Med-Bay

The Medical-Bay exists to treat small injuries and to provide a safe and clean environment where injured characters may rest.

Price: 10% of the ship's base price.

Benefits: Can store up to 35 Medi-Gel kits They are automatically restocked, at no cost, when docking at a station that sells them. Any character that rests there for 8 hours heals an additional number of HP equal to the character's HD. +2 bonus on any First-Aid or Medicine check made there.

Present on: Any Space Passenger Freight, Space Explorer Freight, Frigate, Cruiser, Heavy Cruiser, Carrier and Dreadnaught already comes with a Med-Bay.

Advanced Med-Bay

The advanced med-bay provides ample resources to treat injuries, broken bones, diseases and even poisons.

Price: 50.000 Platinum

Benefits: Same benefits as a normal Med-Bay but with four times Medi-Gel storage capacity, double healing bonus and double bonus on First-Aid and Medicine checks made there. In addition, characters that spend 10 minutes there are automatically healed of any Poison affecting the character.

Present on: Any Dreadnaught already comes with an Advanced Med-Bay.

Special: The ship must have a Med-Bay before an Advanced Med-Bay can be bought.

Vehicle/Ship Hangar

A spacious room, with ramp access to the outside of the ship so that vehicles and smaller ships may land there.

Price: 15% of the ship's base Purchase Cost.

Benefits: Provides space for land vehicles, air vehicles, shuttles, fighter crafts and/or interceptors to be parked there. The number of other vehicles/ships it can hold depends on the ship's size and is determined by the GM.

Present on: Any Frigate, Cruiser, Heavy Cruiser, Carrier and Dreadnaught already comes with a Hangar.

Bar

A room designed for R&R, stocked with several ingredients to make cocktails and with tables and machinery for small-time gambling.

Price: 5% of the ship's base Purchase Cost.

Benefits: Provides a bar capable of serving all the members of the ship, including any additional passenger. Any character that uses the bar before exiting the ship will be in Heartened condition (see Morale).

Present on: Any Cruiser, Heavy Cruiser, Carrier and Dreadnaught already comes with a Bar.

Laboratory

A special equipped lab designed to allow field research and the development of new upgrades.

Price: 12.000 credits, 300 Iridium, 300 Palladium, 300 Platinum, 85 Element Zero and 200 of Uranium.

Benefits: Provides a room where scientists and characters with the Research skill can develop new research and upgrades.

Present on: None.

Advanced Laboratory

Equips an existing Laboratory with additional instruments.

Price: 8.000 credits, 200 Iridium, 200 Palladium, 200 Platinum, 50 Element Zero and 100 of Uranium.

Benefits: Same benefits as a normal Laboratory but now every character that makes a Research check there gains a +2 bonus on the check.

Present on: None.

Special: The ship must have a Laboratory before an Advanced Laboratory can be bought.

Armament

All military warships and vehicles, as well as those belonging to mercenaries organizations and private security forces require weaponry. This next section covers several upgrades in terms of weaponry that are available for vehicles and ships.

Unlike other upgrades, none of the following upgrades are present on any generic ship. In addition, any character can buy a vehicle/ship without its weaponry. Doing so reduces the Purchase Cost of the vehicle/ship by 20%. Any vehicle/ship without weaponry cannot perform Warfare rolls.

A vehicle/ship that has no weaponry can be equipped with one but doing so would go against the laws in most civilized places. The cost for this installation is 20% of the vehicle's/ship/s Purchase Cost and the end result (the weapon's statistics as well as Power Score and other Warfare benefits) are totally under the control of the GM.

Javelin Disruptor Torpedoes

The Javelin is an experimental close-assault weapon consisting of paired disruptor torpedo tubes bolted or magnetically "slung" onto the ship's exterior armored hull. The torpedoes are fired on converging trajectories, detonating in a precisely timed sequence that allows the dark energy emitted by their warheads to resonate, magnifying the resulting space-time warp effects and literally shredding the target apart.

Price: 10.000 × (21 - ship's Power Score) in Platinum, 750 × (21 - ship's Power Score) in Element Zero (see space warfare unit statistics)

Benefits: Gain one reroll each warfare round.

Present on: None.

Special: Can only be installed in starships

Thanix Cannon

The Thanix Magnetic-Hydrodynamic Weapon is a turian-developed, miniaturized version of the weapon used by Sovereign during its attack on the Citadel. It uses an electromagnetic field to shape and accelerate a stream of superheated molten metal to relativistic velocities, which then impacts its target and deals horrendous damage. The weapons fire appears as a bright blue beam, very similar to the deadly red trails seen firing from the tips of Sovereign's 'arms' during the Battle of the Citadel.

Price: 10.000 × (21 - ship's Power Score) in Platinum (see space warfare unit statistics)

Benefits: In range categories other than Close, make an additional Warfare Combat rolls instead of just one.

Present on: None.

Special: Can only be installed in starships and only in campaigns set after the events of Mass Effect 1.

Advanced GARDIAN Lasers

By improving the cooling cycle of the GARDIAN networks, the weapons become more deadly at close range.

Price: 10.000 × (21 - ship's Power Score) in Platinum, 1% of the ship's Purchase Cost (see space warfare unit statistics)

Benefits: When in Close Range, make an additional Warfare Combat roll. In addition, just before entering Close Range, the ship can make one single Warfare Combat roll against a group of Fighter Crafts before the Close Range combat starts (similar to what First Strike does in ground warfare).

Present on: None.

Special: Can only be installed in Frigates, Cruisers, Heavy Cruisers, Carriers and Dreadnaughts. The ship must have at least generic weaponry in order to have this upgrade.

Advanced Mass Accelerator Cannons

This upgrade improves the speed and momentum applied to the slugs fired by a vehicle's/ship's mass accelerator cannons.

Price: 1% of the vehicle's/ship's Purchase Cost.

Benefits: When in Close Range, gain a +1 bonus on all Warfare Combat rolls made that warfare round. For tactical combat, increase the damage dealt by a cannon weaponry by two additional dice (example: an Advanced Tank with this upgrade will deal 12d8 with its cannons instead of 10d8).

Present on: None.

Special: Can only be built in vehicles with cannons and in ships. The vehicle/ship must have at least generic weaponry in order to have this upgrade.

Thanix Missiles

Based on the same principles as the Thanix weaponry for ships, the Thanix Missiles are massive warheads that deal tremendous damage in a large area.

Price: 5% of the vehicle's Purchase Cost.

Benefits: Provides a new weapon to the vehicle. This weapon consists of two Huge-sized warhead missiles that can target any point up to 1500 ft away. The weapon must be armed and calibrated before shooting, a process taking at least 5 rounds to accomplish, and requires a Heavy Weapon's check DC 20 to hit a specific target (failure indicates the weapon will hit a square 1d20 × 5 ft away from the target, in a random direction). Once it hits, it deals 100d6 damage on a 20-ft radius area (average 350 damage) and half that much in another 20-ft radius away from that (example: a character 30 ft away from the point of impact takes half the indicated damage). Like other vehicle's/ship's weaponry, this damage carries to other layers of protection. A Reflex save DC 20 halves any damage received.

For Warfare statistics, this upgrade provides the vehicle with a +5 bonus on all Warfare Combat rolls made that round. It also allows the vehicle to make one additional Warfare Combat roll, per missile available, but only against one single group (can select different group for each missile).

Special: Can only be built on land vehicles of Huge size or larger. Once fired, the missiles cannot be replenished, new ones must be bought. Thanix missiles are military-grade weapons and anyone carrying or using them without express permission from the authorities risks an extremely high sentence that can easily go to life in prison.

Armor and Shields

Regardless of who owns a given vehicle/ship, that person will always take in consideration the vehicle's/ship's armor and existing kinetic barriers, since they may determine life or death on the event of a collision or, of course, while involved in a battle.

All vehicles and ships come with default armor for their type. As for kinetic barriers, only starships are equipped with kinetic barriers to allow them to take the impact of debris that surrounds many of the civilized planets.

Starships that have no Shield HP value have shields that are too strong for characters to hit without using other starships.

Generic Kinetic Barrier

Although some vehicles lack kinetic barriers, these can be installed to further increase the vehicle's resistance.

Price: 5% of the vehicle's Purchase Cost.

Benefits: Installs a kinetic barrier on the vehicle, giving it a number of Shield HP equal to 25% of the vehicle's Plating HP (rounded down to the nearest multiple of 10). The vehicle gains +1 Shield HP DR. For Warfare combat, it provides the amount of Sustain Damage points present in the Warfare statistics for tanks and gunships.

Present on: Any Advanced Tank and Gunship already comes with Advanced Kinetic Barrier.

Special: Can only be installed on vehicles.

Advanced Kinetic Barrier

Improves the Generic Kinetic Barrier, making it stronger and more energy-efficient.

Price: 5% of the vehicle's Purchase Cost.

Benefits: The vehicle's shield HP are increased to 50% of the vehicle's Plating HP (rounded down to the nearest multiple of 10). The vehicle gains +1 Shield HP DR. Provides +1 Sustain Damage point.

Present on: Any Advanced Tank and Gunship already comes with Advanced Kinetic Barrier.

Special: Can only be installed on vehicles.

Cyclonic Barrier Technology (CBT)

The CBT violently slaps aside rather than halting incoming linear force. By rotationally firing their mass effect field projectors, the ship creates rapidly oscillating kinetic barriers instead of static ones. Shooting through the CBT is like trying to shoot at a target inside a spinning ball. If an emitter is damaged, the CBT corrects to become a traditional shield array, a safety feature that makes it most effective during opening volleys.

Price: 10.000 × (21 - ship's Power Score) in Palladium (see space warfare unit statistics)

Benefits: The ship gains +1 Sustain Damage point.

Present on: None.

Special: Can only be installed on starships

Silaris Armor

The armor can resist even the tremendous heat and kinetic energy of starship weapons. The armor is nearly unsurpassed in strength because its central material, carbon nanotube sheets woven with diamond Chemical Vapor Deposition, are crushed by mass effect fields into super-dense layers able to withstand extreme temperatures. That process also compensates for diamond's brittleness.

Price: 10.000 × (21 - ship's Power Score) in Palladium (see space warfare unit statistics)

Benefits: The ship gains +1 Sustain Damage point.

Present on: None.

Special: Can only be installed on starships

Sensors and Thrusters

Extremely important for navigation, sensors and thrusters upgrades are by no means limited to the military and other war-type factions

Advanced Thrusters

Upgrades a vehicle's/ship's thrusters, making them more fuel-efficient.

Price: 1% of the vehicle's/ship's Purchase Cost.

Benefits: Increase all the vehicle's/ship's base speeds by 15% without increasing fuel consumption.

Present on: None.

Top-of-the-line Thrusters

Upgrades the vehicle's/ship's thrusters even further, enabling the entire vehicle/ship to reach higher speeds.

Price: 1% of the vehicle's/ship's Purchase Cost.

Benefits: Increase all the vehicle's/ship's base speeds by 15% without increasing fuel consumption.

Present on: None.

Special: Must have the Advanced Thrusters upgrade.

Extended Fuel Cells

The Heed Industries Helios Thruster Module propulsion system far outpaces the typical liquid hydrogen/liquid oxygen reactions that power a frigate's maneuvering thrusters. By using metastable metallic hydrogen, the Helios boasts a fuel that burns at far greater efficiency than liquid H2/O2. Navigators can execute the numerous small course corrections inherent to any long-distance travel without fear of exhausting the ship's fuel supplies. This net gain extends to forward impulse as well: a ship powered by antiprotons can coast temporarily using the Helios to reach an inferior but highly sustainable speed. Such efficiency lowers antiproton consumption, a constant concern for any warship. The same efficiency that allows for microburn course correction can power rapid bursts of motion. Once the pilot becomes used to the ship's new energetic responses, he can easily put the ship wherever and at whatever angle he desires.

Price: 3 × ship's fuel reserve in Element Zero.

Benefits: Increase the amount of fuel a ship can have in its Reserve by 50% (rounded down).

Present on: None.

Special: Can only be installed on starships

Probe Launcher

Vital for any explorer and scout, probes can be launched from orbit in order to obtain information about a 100-mile radius area around them. The type of information provided is never specific, rather it is general information such as weather, geographic features, resources available at the surface and possibly the present of settlements, cities and bases.

Price: 15.000 Iridium

Benefits: Provides a probe bay and launcher to launch scanning probes. It allows the ship to carry up to 30 probes. Each probe costs 15 credits.

Probes are equipped with a Sensos of their own (see below) but not Advanced Sensors or Mineral Scanners.

Present on: Space Explorer Freighter

Special: Can only be installed in Frigates, Cruisers, Heavy Cruisers, Carriers, Dreadnaughts or Space Freighters.

Modular Probe Bay

Improves the existing Probe Launcher with the ability to disassemble and reassemble stored probes so that it can double its carrying capacity.

Price: 15.000 Iridium

Benefits: Doubles the number of scanning ship probe the ship can carry.

Present on: None

Special: Can only be installed in Frigates, Cruisers, Heavy Cruisers, Carriers, Dreadnaughts or Space Freighters. Must have the Probe Launcher upgrade installed first.

Sensors

Most vehicles and ships already possess sensors to detect its surroundings and approaching enemies. From visual scanners, to thermographic detectors, radar and LADAR (LAser Detection And Ranging), vehicles and ships depend on these in order to be able to driven and piloted effectively, otherwise pilots would be forced to rely on sight to do so, which would be impractical in space flight or even at the extremely high speeds that some ships and vehicles can move within a city.

Price: 5% of the vehicle's/ship's Purchase Cost.

Benefits: Provides normal sensors found in some generic ships. The radius of the detailed sensors is usually double the maximum Barrage range (for example, a Dreadnaught's sensors can pick up ships up to 20.000 km, double the Extreme Barrage). If the vehicle/ship has no Barrage values, the radius of the sensor is 1 km for vehicles and 200 km for starships.

Also provides a radar feature with a 1000-ft radius (see Omni-Tool functionalities). This radar can only be jammed by Normal or Greater Stealth generators.

Non-detailed sensors, in starships, have a range of 100 AU.

Present on: Any Land Explorer Car, Top-of-the-line Skycar, Tanks, Gunships and Starships already comes with sensors.

Advanced Sensors

Advanced sensors are an upgrade to the normal ones, providing greater imaging and resolution for internal monitors, improving detect range and capable of surpassing most jammers.

Price: 15.000 Iridium

Benefits: Improves existing Sensors, increasing its normal range by 50%. Also, it doubles the range of the radar feature they possess and that radar cannot be jammed by any portable Stealth Generator. In addition, when used for Ground Warfare, it provides +2 First Strike.

The range of non-detailed sensors is increased to 1000 AU.

Present on: None

Special: Must have the Sensors upgrade.

Mineral Scanners

Advanced sensors can penetrate the crust and surface of planets and other bodies to reveal the presence of valuable minerals and the depth at which they are present. It is a useful tool for explorers looking for a good place to mine.

Price: 0,1% of the vehicle's/ship's Purchase Cost.

Benefits: Improves existing Sensors so they can detect the most valuable minerals (Palladium, Iridium, Platinum, Gold, Uranium, Element Zero) up to 300 ft deep. They can be used from an orbitting ship. The scanning rate is 10000 square mile per minute, meaning it can take about 1 and a half days to scan the land surface of the planet Earth.

The scan is merely preliminary, it doesn't pin-point exactly where the minerals are when used from a starship. If used from a ground vehicle, it can pin-point the mineral's location with 50% accuracy.

The vehicle/ship must have Sensors.

Present on: Space Explorer Freighter.

Stealth System

By creating Internal Emission Sink systems, a ship becomes capable of moving around virtually undetected since it suppresses any heat emission by storing said heat (and in space, ships rely on thermographic detectors to find other ships in the vast, cold emptiness of space).

Price: 15% of the vehicle's Purchase Cost, 10.000 × (21 - ship's Power Score) in Iridium, 10.000 × (21 - ship's Power Score) in Platinum.

Benefits: Stealth Systems allow a ship to move without emitting any kind of heat signature that could be detected by other starship sensors or even advanced sensors, effectively making it 'invisible' (it can still be seen by direct visual contact, such as looking out a window if the ship is there).

Stealth Systems can be activated even during FTL (useful for dropping out of FTL already 'invisible', and can be used for 5 hours while actively moving around. If, instead, the ship merely drifts with its main engines shut down, the systems can operate for 3 days. After this time has passed, the Stealth Systems shut down and the stored heat will be radiated to the outside, revealing the ship's presence to any sensor in which the ship's in range. It takes around 10 minutes to discharge the stored heat.

The Stealth Systems cannot be used during combat, the heat generated by the weapons is so big that even the IES is incapable of suppressing.

Once the Stealth Systems shut down, it takes about an hour before they can be restarted.

Present on: None

	Simple Mainframe	Basic Mainframe	Advanced Mainframe	Top-of-the-line Mainframe
Land Cars/Freighters	0	0	0	0
Hover Bike	0	0	0	0
Antiquated Tank	1	0	0	0
Tank	1	0	0	0
Advanced Tank	1	0	0	0
Top-of-the-line Tank	0	1	0	0
Gunship	1	0	0	0
Skycars	0	0	0	0
Shuttle	0	1	0	0
Fighter Craft	0	1	0	0
Interceptor	0	1	0	0
Frigate	0	1	1	0
Cruiser	0	1	1	0
Heavy Cruiser	0	2	1	0
Carrier	0	3	2	1
Dreadnaught	0	3	2	2
Space Freighters	0	1	0	0

Software Upgrades

Besides physical upgrades and additions to a vehicle/ship, one can also have software upgrades that help protect and make the vehicle/ship more efficient. All these upgrades depend on the mainframe used and none are included on generic ships.

A vehicle/ship can have several different mainframes but the GM determines how much physical space one requires (which could make it impossible for a small vehicle/ship to carry more than one). In addition, the owner of a vehicle/ship that has a mainframe can sell that piece of hardware to gain 50% of its price, as it he/she was selling a normal item.

Mainframes:

There are three different types of mainframes. The table above provides information on how many mainframes a generic vehicle/ship already comes with.

Simple Mainframe

A very simple mainframe, with a processing power a little higher than that of a personal computer that anyone can acquire.

Price: 10.000 credits

Benefits: Provides a mainframe capable of handling all of the vehicle's/ship's functions as well as 3 software upgrades.

Present on: See previous table

Special: Tanks (except Top-of-the-Line Tanks) and Gunships must have at least a Simple Mainframe.

Basic Mainframe

A basic mainframe, with processing power enough to sustain the demands of most starships.

Price: 25.000 credits

Benefits: Provides a mainframe capable of handling all of the vehicle's/ship's functions as well as 6 software upgrades.

Present on: See previous table

Special: Top-of-the-Line Tanks and Starships (except Carriers and Dreadnaughts) must have at least a Basic Mainframe.

Advanced Mainframe

An advanced mainframe with processing power enough to handle all the demands from a dreadnaught. It is capable of having a VI installed in it.

Price: 62.500 credits

Benefits: Provides a mainframe capable of handling all of the vehicle's/ship's functions as well as 12 software upgrades.

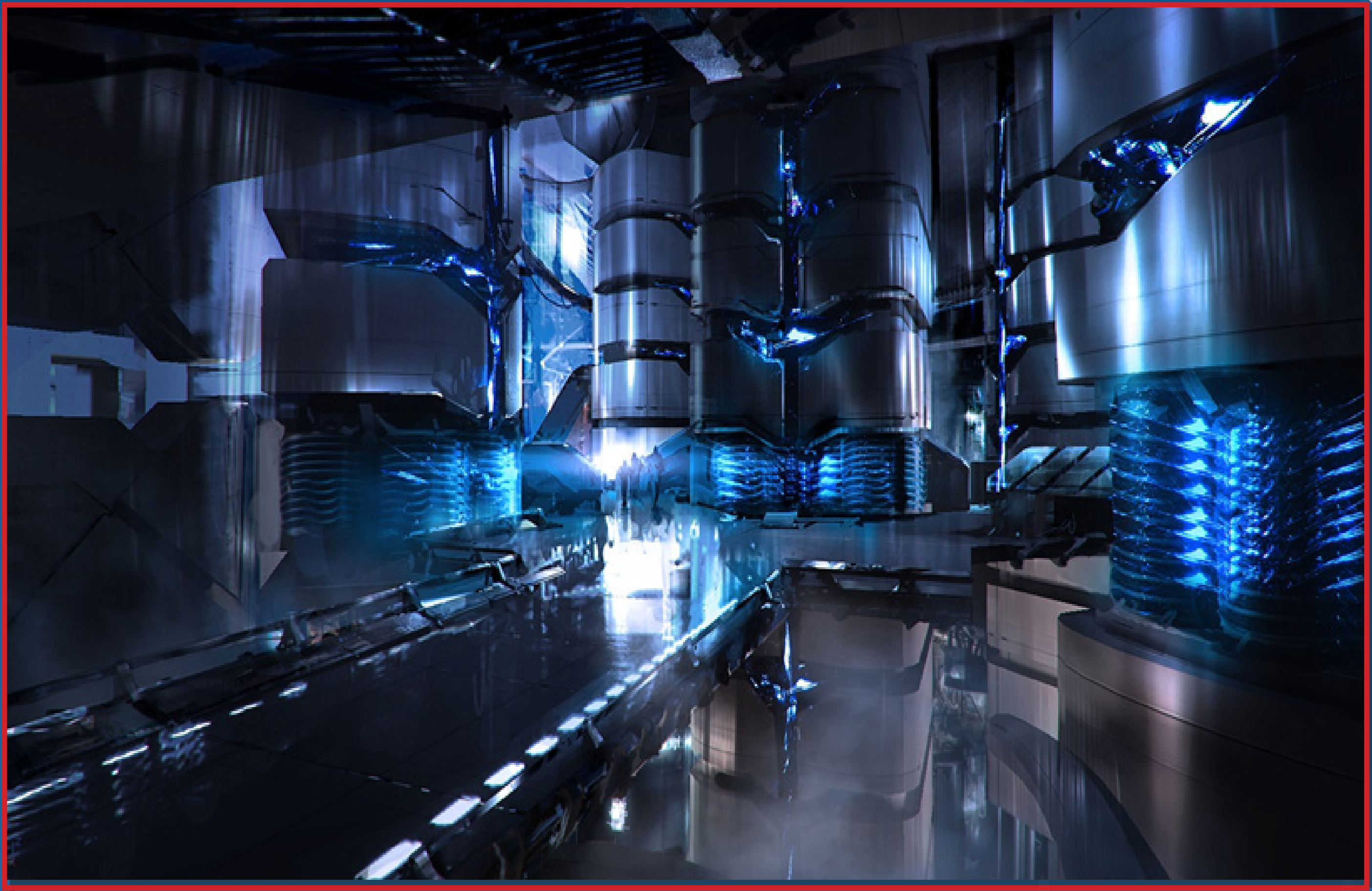
Present on: See previous table

Special: Carriers and Dreadnaughts must have at least an Advanced Mainframe.

Only starships can have advanced mainframes.

Top-of-the-Line Mainframe

The greatest mainframe to ever been developed for vehicles and ships. It is powerful enough to even house an AI (of course, those are forbidden by Citadel conventions)



Price: 130.000 credits

Benefits: Provides a mainframe capable of handling all of the vehicle's/ship's functions as well as 24 software upgrades.

Present on: See previous table

Special: Only starships can have top-of-the-line mainframes.

Software:

There are over a dozen different software upgrades, described below. Unless otherwise stated, the vehicle/ship can only have one of each software installed.

Drone Control Center

A system designed to control drones that are up to 100 miles away.

Price: 10.000 credits per drone connected to the system (see below).

Benefits: This system creates a centralized, VI-like, 'brain' from where each connected drone receives orders and inputs gathered data. This system is useful to ensure that each drone 'knows' exactly what another was doing, allowing for a far more efficient tactical maneuvering.

Drones connected to this system gain +5 bonus on all Will saves.

Present on: None

Special: Occupies at least 4 software spaces in the mainframe. A vehicle/ship can have several Drone Control Center installed.

It requires 1 minute for a drone to be connected to the system. Once connected, it requires another minute to remove the drone's connection from the system.

This system's cost varies, depending on the number of drones a character wants to connect to it. The maximum number of drones that can be connected at the same time is 10 (making the system cost 100.000 credits).

Mech Control Center

A system designed to control mechs that are up to 100 miles away.

Price: 10.000 credits per mech connected to the system (see below).

Benefits: This system works just like a Drone Control Center, only for mechs instead of drones.

Mechs connected to this system gain +5 bonus on all Will saves.

Present on: None

Special: Occupies at least 4 software spaces in the mainframe. A vehicle/ship can have several Mech Control Center installed.

This system has the same special features as a Drone Control Center.

Internal Defense System (IDS)

A system designed to defense weaponry and doors that protect the inside of a ship.

Price: 25.000/50.000/75.000 (see below)

Benefits: This advanced system works as an important defense for whenever a vehicle/ship is boarded. As long as the mainframe is online, and the system is not controlled by theenemy, the system will identify invaders and try to both block them, by locking doors, and eradicate them, by using defense weaponry on-board.

Please note that none of the generic vehicles/ships have defense weaponry installed. A character can install any firearm or Heavy Weapon as defense weaponry on the ship, wherever he desires, but he must pay for the weapon normally, with the cost increased by 50% to pay for its mount and installation on the ship. In addition, a ship's defense weaponry never benefits from any character Power or special ability.

Present on: None

Special: Occupies at least 3 software spaces in the mainframe. A vehicle/ship can have several IDS installed.

An IDS comes in three different varieties: a normal/simple one that costs 25.000; an average/professional one that costs 50.000; and a strong/military-grade one that costs 75.000. These differences are used to when determine the DC of certain skill checks made against the IDS controlled features (see skill descriptions).

Each IDS can only be connected to 10 doors and 20 weapons, meaning that ships like dreadnaughts will likely require a few hundred of these software.

Advanced Maneuverability Systems

A system designed to enhance a vehicle's/ship's maneuverability.

Price: 1% of vehicle's/ship's Purchase Cost

Benefits: This system increases the Maneuver score, for Space Warfare purposes, by 1; or applies a -1 penalty on Warfare rolls made against thie ship for Ground Warfare purposes. In addition, it increases the Defense of the vehicle/ship by 5 but only if the vehicle/ship spent at least 1 action moving.

Present on: None

Special: Occupies at least 1 software spaces in the mainframe.

Efficient Energy Redistribution System

A system specially designed to improve energy distribution throughout the ship's Shields.

Price: 0,1% of vehicle's/ship's Purchase Cost

Benefits: Increases vehicle's/ship's Shield HP by 20% and Shield HP DR by 1. Provides +1 Sustain Damage for Warfare purposes.

Present on: None

Special: Occupies at least 2 software spaces in the mainframe.

Barrage Targeting

A system specially designed to improve the effectiveness of long range weapons.

Price: 0,1% of vehicle's/ship's Purchase Cost

Benefits: Increases all of your ship's Barrage values by 1.

Present on: None

Special: Occupies at least 2 software spaces in the mainframe.

Data Scrubbing

A system specially designed to scrub and clean data received by sensors.

Price: 15.000 credits

Benefits: Increases the range of sensors by 20%. Provides +1 First Strike for Ground Warfare purposes and if the enemy attempts the *ECM Warfare* special action against your vehicle/ship, he has the DC increased by 5.

Present on: None

Special: Occupies at least 1 software space in the mainframe.

Advanced Targeting System

This software upgrades the overall targeting systems.

Price: 5.000 × (21 - ship's Power Score) credits

Benefits: Provides a +2 bonus on all Heavy Weapon checks made to use them. In addition, for Warfare purposes, your Power Score is reduced by 1.

Present on: None

Special: Occupies at least 1 software space in the mainframe.

Advanced Weapon Calibrations

This software calibrates the weapons to deliver more deadly shots.

Price: 5.000 × (21 - ship's Power Score) credits

Benefits: All vehicle/ship weapons have their critical threat range increased by 1. For Warfare purposes, gain a +1 bonus on Warfare rolls.

Present on: None

Special: Occupies at least 1 software space in the mainframe.

Self-Destruct

A system designed to self-destruct the mainframe, along with the vehicle/ship.

Price: 0,1% of vehicle's/ship's Purchase Cost

Benefits: This system self-destructs the vehicle's/ship's mainframe, potentially taking the vessel with it. The system kicks in when the internal sensors of the ship indicate that enemies have taken control of it, when the mainframe is shutdown through hacking rather than codes, or whenever it receives a self-destruct order from the person in charge of the vehicle/ship.

The self-destruct isn't immediate, for vehicles/ships smaller than a Frigate it takes a number of actions equal to 2d4×5. For Frigates or larger starships, it takes a number of actions equal to 2d6×5 + starship (21 - ship's Power Score) ×10.

During the time the self-destruct has started (which is obvious to anyone as system sets off all of the vehicle's/ship's internal alarms) a character can attempt to disable this system by making a DC 30 Electronics check, a DC 25 Hacking check or a DC 22 Damping check, but each attempt takes 2d8 actions.

If the vehicle/ship is destroyed in the process, the GM decides the damage caused by the explosion, if any.

Present on: None

Special: Occupies at least 2 software spaces in the mainframe.

Heat Management System

This software manages a vehicle's/ship's heat efficiently.

Price: 50.000 credits

Benefits: Increase the time a ship can travel in FTL, without having to discharge the built-up static charge, by 20%. Increase the amount of time the Stealth System upgrade can work for by 20%. Reduce the amount of time it takes to discharge the built-up static charge or the heat stored by the Stealth System by 50%.

Present on: None

Special: Occupies at least 1 software space in the mainframe.

Virtual Intelligence

Installs a Virtual Intelligence (VI) on the mainframe of the vehicle/ship.

Price: 80.000 credits

Benefits: A VI is a sophisticated program designed to make modern computer systems easier to use. They are not to be confused with artificial intelligences, as VIs are only utilized to assist the user and process data (although, like AIs, they can still get out of hand). Though they appear to be intelligent, they aren't actually self aware, just made with clever programming.

Some VIs have 'personality imprints', with their behavior parameters, speech pattern and appearance based on specific individuals, although it is illegal to make VIs based on currently living people.

Unless the GM states otherwise, the VI is controlled by the GM.

A VI has 10 ranks in Electronics, Hacking, Damping, Decryption, has Skill Focus feats for all those skills, can make any Research and Knowledge checks even without ranks and can always choose to take 10 on any Electronics, Hacking, Damping, Decryption, Knowledge and Research checks. In addition, an AI has an Int score of 10 (+0 modifier).

An installed VI will always combine its work with that of other software within the mainframe.

A VI is capable of performing Special Actions (see Vehicle and Ships in Combat) but only if specifically ordered to do so. t counts as a PC for the limit of actions that can be performed.

Present on: None

Special: Occupies at least 8 software spaces in the mainframe.

Artificial Intelligence

Installs an Artificial Intelligence (AI) on the mainframe of the vehicle/ship.

Price: 200.000 credits

Benefits: An AI is a self-aware computing system capable of learning and independent decision making. Creation of a conscious AI requires adaptive code, a slow, expensive education, and a specialized quantum computer called a "blue box".

Unless the GM states otherwise, the AI is controlled by the GM.

An AI has 23 ranks in Electronics, Hacking, Damping, Decryption, has Skill Focus feats for all those skills, can make any Research and Knowledge checks even without ranks and can always choose to take 10 on any Electronics, Hacking, Damping, Decryption, Knowledge and Research checks. In addition, an AI has an Int score of 30 (+10 modifier) and has 30 skill ranks to divide among any other desired skill (maximum skill ranks is 23 on any given skill, and it is the GM that determines to where those 30 skill ranks go).

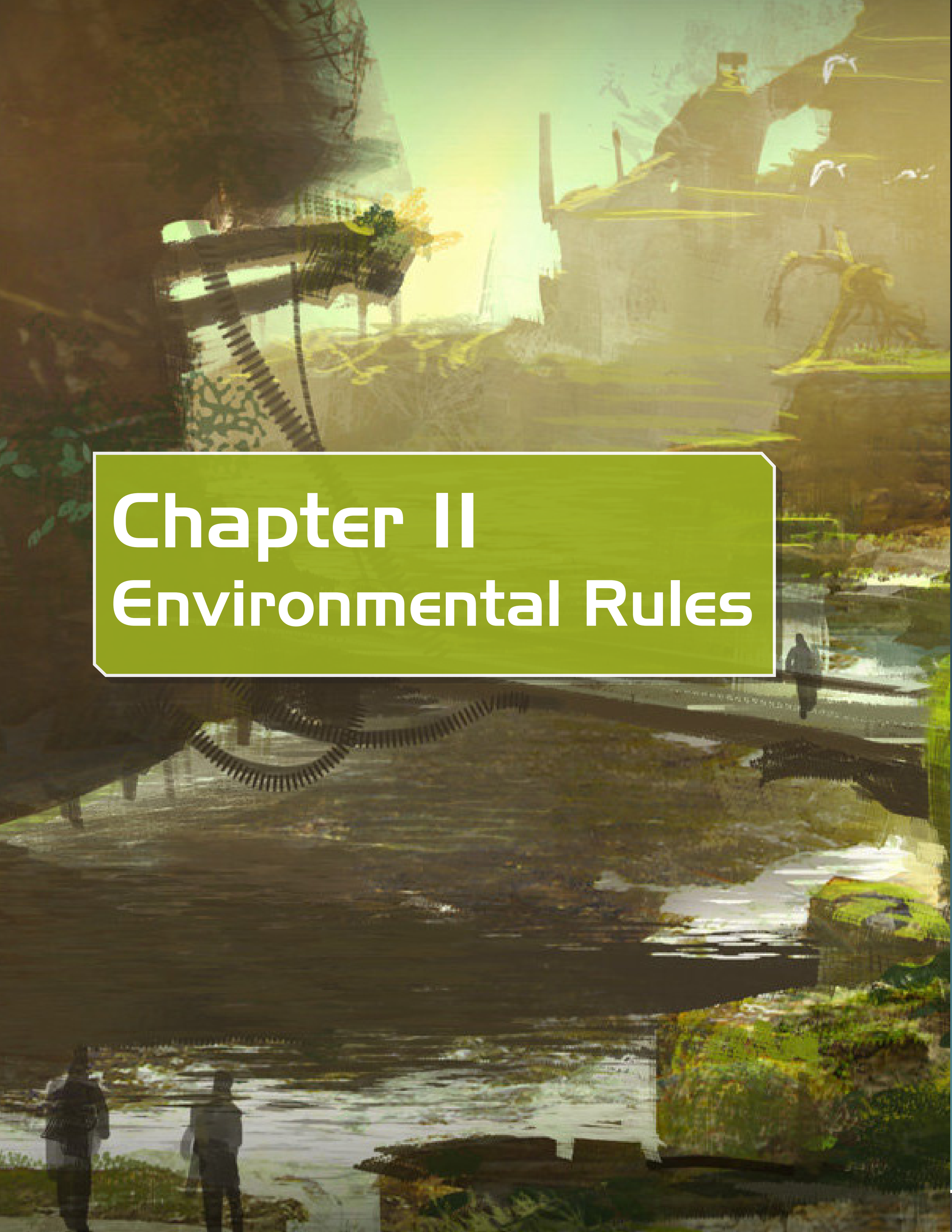
An installed AI will always combine its work with that of other software within the mainframe.

An AI is capable of performing Special Actions (Warfare rules) at its own volition. It counts as a PC for the limit of actions that can be performed.

An AI has a mind of its own and may resent being overridden or removed from control.

Present on: None

Special: Occupies at least 16 software spaces in the mainframe.



Chapter II
Environmental Rules

Gunnery Chief: *This, recruits, is a 20-kilo ferris slug, feel the weight. Every five seconds, the main gun of an everest class dreadnought accelerates one to 1.3% of light-speed. It impacts with the force of a 38-kiloton bomb. That is three times the yield of the city-buster dropped on Hiroshima back on Earth. That means- Sir Isaac Newton is the deadliest son-of-a-bitch in space. Now! Serviceman Burnside! What is Newton's first law?*

Serviceman Burnside: *Sir! An object in motion stays in motion, sir!*

Gunnery Chief: *No credit for partial answers, maggot!*

Serviceman Burnside: *Sir! Unless acted on by an outside force, sir!*

Gunnery Chief: *Damn straight! I dare to assume you ignorant jackasses know that space is empty. Once you fire this hunk of metal, it keeps going 'til it hits something. That can be a ship. Or the planet behind that ship. It might go off into deep space and hit somebody else in ten thousand years. If you pull the trigger on this, you are ruining someone's day, somewhere and sometime. That is why you check your targets. That is why you wait for the computer to give you a damn firing solution. That is why, Serviceman Chung, we do not "eyeball it". This is a weapon of mass destruction. You are not a cowboy shooting from the hip!*

Serviceman Chung: *Sir, yes sir!*

From lifeless desert empty worlds to the container-filled storage yards, the environment helps to define the world. Brining these settings to life can help create a vibrant and immersive experience.

This chapter contains rules to help the GM adjudicate the game world, including rules for terrain features, traps, various types of terrain and even Environmental Hazards.

A Varied Universe

Mass Effect takes place in the Milky Way, a galaxy filled with countless of starts, planets and other astral bodies as well as stations and ships. As such it is nearly impossible to list all kinds of environment the characters are likely to encounter. This section presents only the general rules for some of the most common environments that can be found throughout the campaign.

Space

Enigmatic and deadly for just about every life form, space is the most common type of environment a character travelling through the galaxy finds. However, due to its nature, few are the occasions where a character has an adventure in space. Usually, organics keep to the safety of their ships and vessels to protect them from this hostile environment, leaving them occasionally on EVA (Extra-Vehicular Activity) missions to perform repairs or obtain samples or objects that their ship isn't equipped to retrieve.

Space has the following features:

No gravity: Space lacks any center of gravity or any form of direct gravity applied to the characters. Instead, any astral body has its own form of gravity, attracting other bodies from a distance of millions of miles. It is hard to determine how this gravity takes effect and for the purposes of this game such knowledge is not required. All that GMs and players need to know is that when on a certain distance of an astral body (like a planet), characters and ships are likely to be drawn to the astral body. The larger the body, the larger this distance and the strength of this gravitational pull (so the faster they are drawn towards the body). Use common sense in situations where this gravitational pull might have impact on the character's activities.

Empty: Space is empty. Although space is filled with atomic particles and energy released from the stars, it is still considered empty for it possesses no form of atmosphere or air. It also lacks any form of air resistance or other forces besides gravity from astral bodies. This emptiness ensures there is no attrition. And without attrition, it becomes impossible for a character to move on his own. The same applies to any object.

As such, the only way to move around in space is through the gravitational pull of astral bodies or through impulse given by propulsion engines. However, the lack of attrition also ensures the character/object will keep moving until another force stops it from moving, or alters its current movement. So when a ship's engines give it a burst in one direction, the ship will continue to move in that direction at the speed, provided by the engines, until the ship's engines apply another force with a different direction and/or force; or until the gravity of an astral body (stronger than the current ship's momentum) alters the ship's course.

Characters in space can only move through special propulsion engines (see other Equipment). Otherwise, they will carry the last speed and direction of the last force applied to them (be it by something or by themselves) and will keep moving in that direction until something else alters their course and speed.

Vacuum: Space also carries a very dangerous hazard: its vacuum. Because organics require a certain pressure to keep their bodies intact, going to the vacuum of space without protection means death. An organic body, in the vacuum of space, without protection dies instantly, either from imploding or freezing instantly.

STARS

The largest astral bodies in existence, stars are massive spheres of plasma. Everything in the galaxy owes their existence to stars, as all particles are, effectively, star dust from dying stars. Possessing a gigantic mass capable of generating a tremendous gravitational field, a star's very presence is capable of attracting planets and other astral bodies to form star systems.

Stars emit extreme amounts of light energy into surrounding space. Thanks to mass-effect technologies it is possible to travel safely relatively close to stars, however at certain distances it is expected to suffer from communication interferences and even damage to a ship's shields due. Planets and astral bodies too close to stars are usually barren wastelands bombarded with radiation enough to kill just about anything that walks on them unprotected.

It is impossible to land on a star. It has no solid surface and both the star's temperature and solar winds disintegrate everything that even tries to do just that. Even with the most powerful shields and mass effect technologies, don't allow for that.

BLACK HOLES

While stars are a major force of creation in the universe, black holes are a force of absolute destruction. They possess the strongest of gravitational pulls, strong enough to prevent light itself from escaping them (hence their name). Travelling near one is extremely dangerous for any object that enters their "event horizon" is automatically trapped by the black hole, unable to escape. What exactly happens, inside of a black hole, is still subject to much discussion, but one thing is certain: energy and matter that enters, does not return in its original form.

There are no known methods to safely travel nearby a black hole, not even with the current mass effect technology. However, Shepard's team discovered that beyond the Omega-4 relay was the Collector base right inside the center of the galaxy, a region filled with black holes and exploding stars. The mass effect technology that allowed it to remain there safely is way beyond the grasp of every race in the galaxy.

NEBULAS

A nebula is an interstellar cloud of dust, hydrogen, helium and other ionized gases. They are massive inside, holding plenty of stars and star systems inside. They aren't solid and don't necessarily fill all the space they occupy.

Some nebulas may disrupt communications and sensors while others may create massive storms capable of damaging a ship's shields and systems.

Planets

From lifeless rocks to garden-worlds, planets are very common, found orbiting stars. They are the cradle of life and the greatest source of resources in existence. Planets come in two major types: rocky planets and gas giants. The first possess solid crust and civilizations can flourish relatively easily in them. They possess all types of solid resources, such as metals and minerals. The second type, gas giants, only possesses a solid core while everything else is but a thick atmosphere of gas, moving at speeds of several hundred miles per hour and compressing everything under their tremendous weight and gravity. Gas giants are rich in gas-type resources such as Helium (one of the most valuable fuel source used in the galaxy).

Planets are the richest environments available for any campaign. They can possess all types of landscape and even life. They can have societies in them or be nothing more than barren wastelands. They can have a huge gravity and/or high pressure atmosphere, or they can be little more than a moon with no breathable air, filled with craters from meteor impacts.

Planets have the following major features:

Gravity: All planets have gravity that pulls creatures and objects towards their core. The strength of this gravity depends on the planet's size and the type of core they have.

Air Resistance and Solid Ground: Plenty of planets possess atmosphere. As such, movement around them is not as free as moving around in space. Any object or creature moving will encounter air resistance and ground resistance which counters the movement and slows it down. In addition, the gravity affects the movement trajectory. As such, it is harder for ships and vehicles to move around in a planet, as more resources are required to move the vessel. For creatures, however, this is in fact an advantage for it allows them to move with their own strength, capable of altering their movement without the help of propulsion engines.

This is always true for creatures and objects moving in the ground. For flying creatures, this is only true if the planet

possesses atmosphere. For swimming creatures, it is only important if the planet possesses some form of liquid sea/lake/river in its surface.

Atmospheric Pressure: Planets with atmosphere also possess atmospheric pressure and its associated hazards.

Landscape: A planet's landscape can be extremely rich in variety, or as simple as a desert. The following paragraphs cover some of the major features as well as the rule mechanisms associated with them.

FOREST TERRAIN

Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.

The table below describes in general terms how likely it is that a given square has a terrain element in it. You shouldn't roll for each square. Instead, use the percentages in the table below to guide the maps you create.

	Forest Category		
	Sparse	**Medium**	**Dense**
Typical Trees	50%	70%	80%
Massive Trees	–	10%	20%
Light undergrowth	50%	70%	50%
Heavy undergrowth	–	20%	50%

Trees: The most important terrain element in a forest is the trees, obviously. Place a dot in the center of each square that you decide has a tree in it (some trees may occupy more than one square, especially if their roots are above ground), and don't worry about the tree's exact location within the square. A creature standing in the same square as a tree has some form of cover. The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can.

The trunk of a typical tree has Defense 4, DR 5, and 150 HP. A DC 15 Climb check is sufficient to climb a tree. Larger trees may have lower Defense scores and more HP, but usually possess the same DR (which is related to the type of material – wood) Defense 3, DR 5, and 600 HP. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way.

Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 3d6 × 10 feet. In a medium forest, this distance is 2d8 × 10 feet, and in a dense forest it is 2d6 × 10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

MARSH TERRAIN

Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.

The following table describes terrain features found in marshes. The percentages are indicative of typical marsh terrain and don't represent the exact chance that a given square will contain the terrain element.

	Marsh Category	
	Moor	**Swamp**
Shallow bog	20%	40%
Deep bog	5%	20%
Light undergrowth	30%	20%
Heavy undergrowth	10%	20%

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of Tumble checks in such a square increases by 2.

A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain three-quarters cover. Medium or larger creatures can crouch to gain this three-quarters cover. Creatures with this three-quarters cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog.

Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2 × 5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description and Drowning in Environmental Hazards).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15 +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a strong tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the tool. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 squares of movement to move through the square.

Other Marsh Terrain Elements: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does.

Stealth and Detection in a Marsh: In a moor, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6 × 10 feet. In a swamp, this distance is 2d8 × 10 feet.

Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh. A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

HILLS TERRAIN

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.

Hills terrain requires extra forethought on your part because players will naturally want to know which direction is uphill. The table below indicates typical percentages of gradual and steep slopes in hills terrain, but you'll want to draw your map carefully so uphill and downhill are clear and logical. The percentages below include no provision for flat space, but you may want the tops of your hills and the bottoms of your valleys to have at least a few squares of flat space.

To draw hills terrain quickly, decide where you want your hilltops and valleys to be, then surround them with rings of gradual slope and steep slope squares. If you use cliffs, put them next to or within steep slope squares. Finally, draw arrows pointing downhill.

	Hills Category	
	Gently Hill	Rugged Hill
Gradual slope	75%	40%
Steep slope	20%	50%
Cliff	5%	10%
Light undergrowth	15%	15%

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square.

Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement.

A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4 × 10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot squares if it's less than 30 feet tall and 10-foot squares if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10 × 10 feet. In rugged hills, this distance is 2d6 × 10 feet.

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.

Hills don't affect Listen or Move Silently checks.

MOUNTAIN TERRAIN

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

To draw a map for mountain terrain, use the percentages in the table below to arrange the terrain elements. As with hills terrain, you'll want to pay close attention to uphill and downhill, identifying the direction of descent on slopes. Gentle slopes, steep slopes, cliffs, and chasms are mutually exclusive. Either of the slope types may have undergrowth, scree, or dense rubble on it.

Mountains have an important terrain element, the rock wall, which is marked on the border between squares rather than taking up squares itself. After you draw the other terrain elements on the map, add rock walls, placing them within or adjacent to steep slopes and cliffs

	Mountain Category		
	Alpine Meadow	**Rugged**	**Forbidding**
Gradual slope	50%	25%	15%
Steep slope	40%	55%	55%
Cliff	10%	15%	20%
Chasm	–	5%	10%
Light undergrowth	20%	10%	–
Scree	–	20%	30%
Dense rubble	–	20%	30%

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their hills terrain counterparts, but they're typically 2d6 × 10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4 × 10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm.

In forbidding mountain terrain, chasms are typically 2d8 × 10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increase by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the square themselves.

Cave Entrance: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate secret complex.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10 × 10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin.

As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

DESERT TERRAIN

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sand desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table below describes terrain elements found in each of the three desert categories. The percentages are intended to guide your map-drawing; don't roll for each square. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.

	Desert Category		
	Tundra	**Rocky**	**Sand**
Light undergrowth	15%	5%	5%
Ice sheet	25%	–	–
Light rubble	5%	30%	10%
Dense rubble	–	30%	5%
Sand dunes	–	–	50%

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and Tumble checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2.

Sand Dunes: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6 × 20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet.

The desert imposes neither bonuses nor penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

PLAINS TERRAIN

Plains are where most civilizations flourish, so they are often settled. Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.

The terrain elements in the table below are mutually exclusive.

	Plains Category		
	Farm	**Grassland**	**Battlefield**
Light undergrowth	40%	20%	10%
Heavy undergrowth	–	10%	–
Light rubble	–	–	10%
Trench	5%	–	5%
Berm	–	–	5%

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground.

In farm terrain, trenches are generally irrigation ditches.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for barricades and other temporary barriers and shelters. Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight.

Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

AQUATIC TERRAIN

Aquatic terrain is the least hospitable to most PCs, because they can't breathe there without gear or move freely. The only exception are characters and creatures with a Swim speed entry, as those can move and breathe underwater freely.

Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if your characters find themselves in the water because they were bull rushed off the edge of a cliff, the tall kelp beds hundreds of feet below them don't matter.

Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and non-flowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20).

If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag – he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).

Non-flowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning (see Environmental Hazards). When underwater, characters can move in any direction as if they were flying.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 3d4 × 10 feet if the water is clear, and 1d4 × 10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river.

It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisible Characters in Water: A creature under the effects of a Tactical Cloak power displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not

	Attack/Damage			
Condition	**Ranged**[4]	**Melee**	**Movement**	**Off Balance?**[3]
Has a swim speed	None/half	normal	normal	No
Successful Swim check	–2/half	–2/half	quarter or half[1]	No
Firm footing[2]	–2/half	–2/half	half	No
None of the above	–4/half	–4/half	normal	Yes

1. A successful Swim check lets a creature move one-quarter its speed with one action or one-half its speed as a full-round action.
2. Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down – at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.
3. Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Defense, and opponents gain a +2 bonus on attacks against it.
4. Weapon range is reduced by 1/2.

total concealment (50% miss chance). The same applies to any other kind of invisibility.

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Defense, attack rolls, damage, and movement. In some cases a creature's opponents may get a bonus on attacks.

The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom.

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have three-quarters cover from opponents on land. A completely submerged creature has total cover against opponents on land.

Fire: Fire does not burn underwater. Fire-based powers and effects are ineffective underwater.

Gravity Effects

Gravity has several effects on creatures standing on a planet, station or ship, regardless of what generates this gravity. For simplification purposes, the rules consider standard gravity has being 1 G.

Gravity and Speed: For each +1 G above the standard 1 G, the creature's speed is reduced by 5 ft, as the force of gravity hampers movements. However, lower gravity does not increase speed, quite the contrary. If gravity is below 0,5 G, movement becomes extremely difficult and so is reduced to 5 ft. However, for Jump checks purposes the speed remains the same (and jump checks receive a bonus, see Jump skill or see below). This means for such low gravity force, it is better to jump rather than move.

Gravity and Carrying Loads: For each +0,5 G the character's Str score is reduced by 1 for purposes of carrying load, since the gravity force makes it more difficult to carry items around. For each -0,2 G, the character's Str score is increased by 1 for purposes of carrying load.

Gravity and Jump Checks: Each 0,25 G below the standard 1 G provides a +2 bonus on all Jump checks. Each 0,25 G above the standard 1 G provides a -2 penalty on all Jump checks.

Gravity and Standing up from Prone: Because gravity pulls a character down, it becomes harder for him to stand up on high gravity environments. In environments with gravity higher than 1,3 G, characters must make a Str check DC 6 + 1 for each 0,2 G higher than 1,2 G. Characters may be aided by others to get up through the use of an Aid Another action.

Construction Materials

Another important environment feature are the materials used to build the world. These are typically stone, concrete, metal alloy, glass or wood. Please note the DR presented are dependent on the type of material, not its thickness. The HP presented, however, are dependent on the thickness of the material.

Stone: Typically found on ruins or more primitive places, stone is a strong and hard to work with material. Stone may be used for both walls, floor or ceiling, and in more primitive cases doors. Stations and buildings built underground may, sometimes, leave stone walls to reduce the cost of building.

Stone possesses DR 8 and usually around 90 HP for each inch of thickness. A stone slab, or masonry, usually has no more than 12 inches of thickness. A stone wall, floor or ceiling usually has 20 inches of thickness.

The Climb DC to try and climb a stone wall varies from 15 to 25 (the less the work on the stone, the lower the DC).

Concrete: An old material used even by extinct races. Concrete is easy to work with, for it can placed and hardened to take any shape desired. Concrete usually possesses rebar inside to strength it as concrete cannot withstand traction force (only compression). Most older buildings are made of concrete and has a colony grows

from its initial colonization stages to a more developed community, so does the number of concrete buildings.

Concrete can be used for walls, floors and ceilings, but it can also be used in decorative slabs.

Concrete possesses DR 10 and usually around 80 HP for each inch of thickness. A concrete slab usually has no more than 3 inches thickness. A concrete wall, floor or ceiling usually has 10 inches of thickness.

Metal Alloy: Although iron and metal was always present in older constructions, ever since nails started to be used (and later on with rebar and concrete), it was only with the colonization of other planets and astral bodies that each race managed to acquire enough metal to start using it as common construction material.

Nowadays, metal alloy can be used in just about everything. From decorative slabs, to ships, to containers.

Metal alloy usually possessed DR 12 and around 100 HP for each inch of thickness. Metal alloy used for containers and railings usually has no more than 2 inches of thickness. When used as decorative slabs or part of a ship's components, it usually has 3 inches of thickness (though in a ship there are likely a lot more protective layers).

Metal alloy can also be used has floors, walls and ceilings, possessing around 3 inches of thickness in such cases.

There are other variants of metal alloy. Stronger alloy can have a higher DR and more HP, for example. It is up to the GM to decide these values.

Glass: A very old material that has evolved with each generation. Currently, glass can be as strong as a concrete slab, though far more expensive. Glass is usually used on windows, though in a few rare occasions may be used as floor, walls or ceiling.

Glass possesses DR 6 and around 50 HP per inch of thickness. When used on windows it usually has 2 inches of thickness. For walls, floors and ceiling it usually has 8 inches of thickness.

There are other variants of glass. Stronger glass, meant to stop bullets, may have higher DR and HP. It is up to the GM to decide these values.

Wood: Some of the oldest construction materials that is rarely used. So rare that most people only see wood on trees. Primitive communities, however, may still use wood for construction purposes.

Wood possesses DR 5 and usually around 60 HP for each inch of thickness. In most cases, when wood is used for construction, the element ends up with 5 to 6 inches. In trees, however, it may vary.

Environmental Hazards

Danger doesn't always come from the barrel of a gun, or the sharp edge of a blade. Sometimes the greatest danger comes from the environment itself, and what can happen in it. This section presents rules for environmental hazards and how they should be handled.

Hazard Level: Most environmental hazards possess a Hazard Level scale from 1 to 3, with 1 being the least dangerous and the 3 the most dangerous. Each Hazard Level has a general description of the situation it applies to.

Certain items or features may reduce the hazard level of environmental dangers. First determine which Hazard Level affects a given creature. Then apply the reduction to determine the new Hazard Level in effect. Hazard Level can only be reduced to a minimum of 1.

Damage from Hazards: Damage from hazard effects always ignore Shield HP and Plating HP, unless otherwise noted.

Acid Effects

Corrosive acids deals 1d6 points of damage per action of exposure except in the case of total immersion (such as into a vat of acid), which deals 6d6 points of damage per action. An attack with acid, such as from a hurled vial, counts as a round of exposure, but can deal different damage.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it are subjected to this poison, unless they are wearing helmets that allow breathing in space or breathing apparatus. This poison has the following statistics: *type* poison, inhale; *save* Fortitude DC 13; *frequency* 5 rounds; *effect* 1 Con damage; *cure* 1 successful save. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed.

Atmosphere

Being deprived of a rich-oxygen atmosphere, for a long time, affects mental and physical ability scores of a character. After a certain amount of time, which depends on the Hazard Level, a character spends at any place or situation where this hazard applies, he must on a Fortitude save or take 1 point of damage to all ability scores. A character with helmets that allow breathing in space or with breathing apparatus ignores this hazard.

Hazard Level 1 - Thin Atmosphere: Character must make a Fortitude each hour to avoid becoming Fatigued (DC 15, +1 per previous check). If a character fails two checks, it suffers the ability damage indicated above. Characters acclimated are immune to this Hazard Level.

Hazard Level 2 - Rare Atmosphere: Character must make a Fortitude every 10 minutes to avoid becoming Fatigued (DC 15, +1 per previous check). Characters acclimated to thin atmosphere receive a +4 competence bonus on their save to resist this effect. If a character fails two checks, it suffers the ability damage indicated above.

Avalanches

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10 × 500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance.

It's possible to hear an avalanche coming even if you can't see it.

Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way.

Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below).

Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6 × 20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Catching on Fire

Characters exposed to burning flames and the like find their clothes, hair, or equipment on fire. Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate (unless otherwise noted). If a character's clothes or hair catch fire, he takes damage immediately. In each subsequent action, the burning character must make another Reflex saving throw. Failure means he takes more damage that action. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like allows another save with a +4 bonus.

Please note the damage presented here is only for environmental fires. Fire-based abilities that make the character catch fire may deal different amounts of damage regardless of Hazard Level.

Hazard Level 1 - Flames fueled by wood, paper and/or clothing: Protected characters with ability to reduce hazard level take 1d4 damage each action from catching on fire, unless otherwise noted.

Hazard Level 2 - Flames fueled by flamable oils and liquids: Protected characters with ability to reduce hazard level take 1d6 damage each round from catching on fire, unless otherwise noted.

Hazard Level 3 - Electric and plasma fire: Protected characters take 1d8 damage each round from catching on fire, unless otherwise noted.

Cave-ins and Collapses

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, but even if they survive they might be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with 15-foot radius and a 10-foot-wide slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (physics) check.

A weakened ceiling might collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding up the ceiling. Should a character destroy only a few pillars but not enough to cause a cave-in, the ceiling loads will redistribute themselves along the remaining pillars but the number of pillars needed to collapse to cause a cave-in remains the same. For example: a character destroys 2 pillars of a ceiling being held by a total of 10 pillars (thus remaining only 8). The character then leaves but returns one week later. He then decides to cause a cave-in. To do so he only needs to destroy 3 of the remaining 8 pillars to cause a cave-in, since 5 pillars are only 1/2 of the original number of pillars built there in the first place.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters buried take 1d6 points of nonlethal damage per minute. If such a character falls unconscious, he must make a DC 15 Constitution check each minute. If it fails, he takes 1d6 points of lethal damage each minute until freed or dead. DR applies to this effect.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weights 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check for each 5 foot distance between him and free air.

Keep in mind that most cave-ins don't merely fill a certain area but also create a large pile of rubble. In those cases, the sliding zone reaches about four times the height of the pile of rubble (five times for rubble with small dimensions such as dirt). Characters digging out others should start from the top otherwise they risk another slide from the debris on the top of the pile. If a character does not start from the top, when the area that a character clears reaches half the sliding zone, another slide occurs and another DC 15 Reflex save is required to avoid being buried and taking 3d6 points of damage. Each time one of these new slides occurs, the area previously cleared is filled again but only with 1 ton per 5-foot-by-5-foot area previously cleared, and the pile loses (from its top) a 5-by-5-by-5-foot cube.

Keep in mind that a character under a pile of small-dimension-rubble (such as dirt) with a height enough to cover him suffers from *Slow Suffocation* (see below).

Characters that remain too long under rubble, and manage to hold against the nonlethal and lethal damage dealt while buried, still suffer from *Starvation and Thirst* (see below).

Cold Dangers

Prolonged exposure to cold temperatures and harsh weather can wear down a character who isn't protected against the climate. Hypothermia, frostbite, and exhaustion can quickly kill in bad weather. The best defense against cold and exposure is to get under cover and keep warm.

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate. Characters with warm clothing gain a +4 bonus on Fortitude saves against this Hazard. Characters with armor gain instead a +10 bonus.

As long as the character's Fortitude bonus is higher than the DC, avoid making checks against this Environmental Hazard to keep the game flowing.

Note: Although space is cold, cold dangers are quite different. The lack of particles in space prevents heat from escaping quickly, as it happens when exposed to a cold environment. It is the transmission of energy from heated particles to cold ones that can cause serious damage.

Hazard Level 1 - Cold air (from 10 ºC to 5 ºC): Must make a Fortitude save every hour (DC 12, + 1 per previous check) or take 1d6 points of non-lethal damage.

Hazard Level 2 - Cold weather (from 5 ºC to 0 ºC): Must make a Fortitude save every 30 minutes (DC 15, + 1 per previous check) or take 1d6 points of non-lethal damage.

Hazard Level 3 - Severe Cold (from 0 ºC to -28 ºC): Must make a Fortitude save every 5 minutes (DC 17, + 1 per previous check) or take 1d8 points of non-lethal damage and 1 point of lethal damage (not reduced by DR). Characters that take damage are beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Hazard Level 4 - Freezing Cold (from -28 ºC to -45 ºC): Must make a Fortitude save every minute (DC 20, + 1 per previous check) or take 1d10 points of non-lethal damage and 1d4 points of lethal damage (not reduced by DR). Characters that take damage are beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Hazard Level 5 - Extreme Cold (below -45 ºC): Must make a Fortitude save every 5 actions (DC 22, + 1 per previous check) or take 1d12 points of non-lethal damage and 1d6 points of lethal damage (not reduced by DR). Characters that take damage are beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Darkness

One of the most feared hazards that adventurers face is darkness. While nightvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, sneak attack).

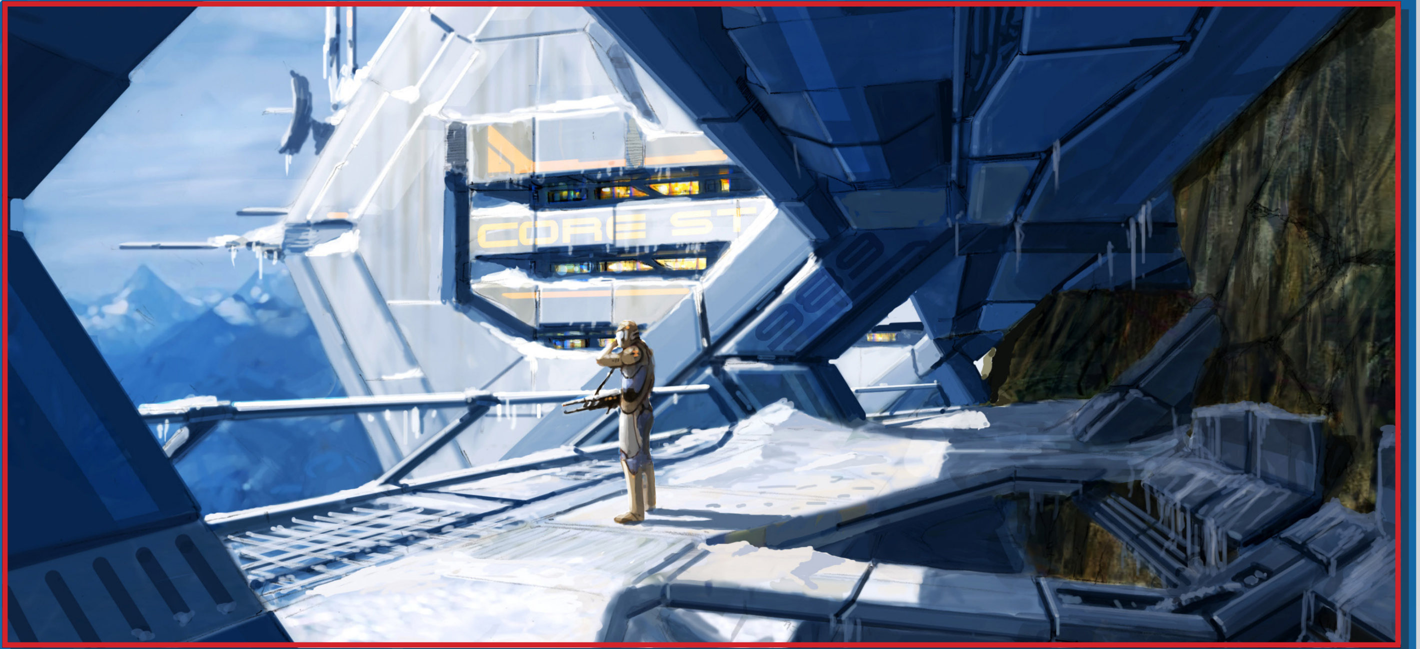
Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity bonus to Defense and takes a –2 penalty to AC.

A blinded creature takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with a load check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Move Silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of



an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make an attack with his hands or a melee weapon into two adjacent squares using one normal action. If an unseen target is in the designated square, there is a 50% miss chance on the attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious and her HP drop to 0 (only if they are higher than 0). Once a character falls unconscious, it consumes much less oxygen. It can hold up to a number of rounds equal to its Constitution score, while unconscious. After that, she drops to –1 hit points and is dying. In the following round, she drowns and dies.

Another character can pass some of the air in its lungs, in other to help a weaker character to remain alive for longer. This requires a full-round action (by either kissing or transmitting air through some tube) and provides a free round, to the receiving character, in which no check is needed to hold breath and that doesn't increase the DC of the next check. After that round, checks must be made once more. However, if the one that provided the air is also in risk of drowning, he increases the DC of his next check by 2. The receiving character cannot use his new free round to provide air to another character through this method.

Unlike suffocation, this cannot be used to awake a character that fell unconscious due to suffocation. A character in such conditions can only awaken once outside the water. But even then someone must make a First Aid check DC 15 (performing CPR and mouth-to-mouth breathing) or the character continues to drown due to the water in its lungs.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust and silos full of grain.

Falling

One of the most common hazards to adventurers is a fall from some great height.

Falling Damage: The basic rule is simple: 1d6 points of damage per 5 feet fell but always ignoring the first 5 feet. Thus, a character falling 15 feet takes 2d6 damage. Any character that takes lethal damage from a fall lands in a prone position.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is non-lethal damage.

A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the second 5 feet fallen and converts any damage from the third 5 feet to non-lethal damage. Thus, a character who slips from a ledge 20 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of non-lethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of non-lethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to non-lethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling also presents other consequences, such as breaking bones or other body parts. For each dice of lethal damage rolled, the character has a 5% of damaging some body part. If this results in the character having one of its body parts damaged, roll as if you were rolling a Instant Kill roll to determine which body part is damaged (refer to the Losing Body Parts section for more information on effects). For this situation, any natural 1 rolled on the d20 results in two rerolls, taking both effects (multiple natural 1 result in multiple rerolls). Falling is considered a bludgeoning attack for purposes of determining the effects of this Instant Kill roll. Additionally, whenever the probability of damaging a body part goes beyond a multiple of 100, another Instant Kill roll must be made, so a character taking 40d6 damage suffers from two Instant Kill rolls (at least).

Note: The rules presented here are for medium or small creatures. For larger creatures, use the same rules except the damage is dealt by each 5 ft + 5 ft per size bigger feet. So a Huge creature takes damage for each 15 feet fell. This also applies for other distance related considerations presented here.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 10 feet of falling do no damage. The next 10 feet do non-lethal damage (1d3 per 5-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 5-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

Creatures falling on water go deep a number of feet equal to 1/4 distance fell.

Falling Speeds: Though a character's falling speeds varies according to its size and mass, for simplification purposes this game considers the falling speed of Medium creatures to be 500 ft per round falling (each size larger increases the falling speed of the previous size by 10%, while each size smaller decreases it by 30%).

A character cannot take an action during the first round of a fall, unless the action requires no more than a free action. During other rounds of a fall, a character is free to make other actions (the GM may dictate which actions a character can or cannot make).

However, any effect that imposes a movement with an opposed direction to your fall helps nullify your momentum. In such cases, such as the example of a falling character using *Levitate* just as he is about to hit the surface, the character takes the normal falling damage but as nonlethal damage as the power abruptly ends his momentum and imposes its own movement. So, in the example given above, even if the character was falling for 1000 feet (which would deal 199d6 lethal damage and 1d6 nonlethal damage) he would take 200d6 of nonlethal damage and then would move the amount imposed by the *Levitate*. In these cases the character does not suffer the probability of injuring a body part.

During the first round of falling the character is considered flat-footed but gains a +6 bonus vs ranged attacks. In the following rounds the character is no longer flat-footed and gains a +6 bonus vs ranged attacks +4 for each consecutive round falling.

Gravity and Falling Damage: Though the standard rules do not specify the relation between gravity and falling, the GM can apply this variant rule, in which gravity affects falling speeds and damage.

Simply multiply fall distance by gravity value before calculating fall damage. So if a medium creature falls 50 ft on a planet with 0.8G, the effective fall distance will be 50×0.8 = 40 ft and the creature will take only 7d6 damage instead of 9d6.

Falling speeds are multiplied by the gravity in the same way.

Additionally, on planets with atmosphere GMs can set a maximum limit of fall damage based on gravity and atmospere thickness.

Falling on Top of a Character: When a character falls on top of another character, the situation takes an entirely different perspective and result. The falling character follows the rules for Falling Objects (see below) but it only takes 1/2 the indicated damage. The character it falls on top off also takes that amount in damage. In this situation, the probability of damaging the body is reduced to half for the fallen character and the character, in which the other fell onto, also has 1/2 that probability of damaging the body.

Catching a Falling Character: There are two ways of catching a falling character: either by standing in the place where the character will fall, and catching him there; or trying to catch him as he falls.

The first option requires a Strength check against the falling character (see Falling Weight in the Adventuring chapter to determine the Str modifier the falling character would add to the check roll). Failure results in the character effectively failing to catch the one falling, which leads to the results present in Falling on Top of a Character (see above). Success means the character manages to catch the other but both take 1/2 the falling damage as non-lethal damage.

The second option requires the same Str check as the first but a failure drags the character trying to catch along with the one falling, and a success means the character manages to grab the falling character and no damage is dealt to either of them.

Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their size and the distance they have fallen, as shown in the table below. Note that this table assumes that the object is made of dense, heavy material, such as stone. Objects made of lighter materials might deal as little as half the listed damage, subject to GM discretion. For example, a Large boulder that hits a character deals 6d6 points of damage, whereas a falling table might only deal 3d6 damage.

In addition, the damage dealt by falling objects varies with the distance between the starting height of the falling object and the height of the object, surface or corpse it hits. The damage presented here are for objects falling of a distance of 30 ft, between the falling object and the target. For every additional 10 feet beyond that, the falling object deals an additional 1d6 damage, if Tiny or larger, an additional 1d3 damage if Diminutive or an additional 1 damage if it is of Fine size. Note that a falling object takes the same amount of damage as it deals unless it falls on top of a soft surface (such as a living creature, mud, sand or water) in which case it takes only half that much damage. If the object falling is, instead, thrown from the air (by a flying creature, for example), it adds the Strength modifier of the one throwing it.

Dropping an object on a creature requires a ranged touch attack. Such attacks generally have a range increment of 20 feet. If an object falls on a creature (instead of being thrown), that creature can make a DC 15 reflex save to halve or negate the damage if he is aware of the object. Exceptions to this rule exist, since a Reflex save could be pointless in a situation where a colossal slab of stone falls, centered on a medium creature. Each situation is also under GM discretion, and he may well decide what happens to a character that is hit by falling objects, depending on the situation (for example, he could decide that a medium character dies when a colossal stone falls centered on it, or that several medium boulders falling on top of a party causes serious injuries such as broken bones). Indeed, falling objects is a rule that can vary tremendously with each situation. If you GM decides not to use the rule presented here, listen to his point of view and work with him to determine which decision should be taken.

Falling objects use the same falling speeds as creatures (see *Falling*)

Object Size	Damage
Fine	1
Diminutive	1d3
Tiny	1d6
Small	2d6
Medium	3d6
Large	4d6
Huge	6d6
Gargantuan	8d6
Colossal	10d6

Floods

In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river.

A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Swim checks made in those rivers allow the character to move double what he would normally move swimming.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including nightvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Forest Fires

A forest fire can be spotted from as far away as 2d6 × 100 feet by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance. Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4 × 10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is as bad as exposed to *Extreme Heat* (see *Heat Dangers* below).

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire below).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke, so characters caught in them suffer from *Smoke Effects* (see below).

Heat Dangers

Prolonged exposure to hot temperatures can quickly wear down a character, and heatstroke can be deadly. Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water and so forth).

Once rendered unconscious through the accumulation of non-lethal damage, the character begins to take lethal damage at the same rate.

Characters with cooling aparatus gain a

+4 bonus on Fortitude saves against this Hazard. Characters with armor gain instead a +10 bonus. Characters with warm clothing suffer instead a -4 penalty.

As long as the character's Fortitude bonus is higher than the DC, avoid making checks against this Environmental Hazard to keep the game flowing.

Hazard Level 1 - Hot conditions (from 30 ºC to 37 ºC): Must make a Fortitude save every hour (DC 12, + 1 per previous check) or take 1d4 points of non-lethal damage.

Hazard Level 2 - Very hot conditions (from 38 ºC to 43 ºC): Must make a Fortitude save every 30 minutes (DC 15, + 1 per previous check) or take 1d6 points of non-lethal damage.

Hazard Level 3 - Severe Heat (from 44 ºC to 50 ºC): Must make a Fortitude save every 5 minutes (DC 17, + 1 per previous check) or take 1d8 points of non-lethal damage. A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. The condition ends when the character recovers the nonlethal damage she took from the heat.

Breathing air in these conditions deals 1 point of damage every minute, which is not reduced by DR (helmet or breathing apparatus are advised).

Hazard Level 4 - Extreme Heat (from 51 ºC to 57 ºC): Must make a Fortitude save every 5 minutes (DC 20, + 1 per previous check) or take 1d10 points of non-lethal damage. A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. The condition ends when the character recovers the nonlethal damage she took from the heat.

Breathing air in these conditions deals 1d3 points of damage every 5 actions, which is not reduced by DR (helmet or breathing apparatus are advised).

Hazard Level 5 - Infernal Heat (above 57 ºC): Must make a Fortitude save every 5 actions (DC 22, + 1 per previous check) or take 1d12 points of non-lethal damage. A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. The condition ends when the character recovers the nonlethal damage she took from the heat.

Breathing air in these conditions deals 1d4 points of damage every action, which is not reduced by DR (helmet or breathing apparatus are advised).

Boiling Water and Lava

Boiling water deals 1d6 points of damage, unless the character is fully immersed, in which case it deals 6d4 points of damage per action of exposure.

Lava or magma deals 2d6 points of damage per actionof exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per action.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per action). Also, each action the character spends in direct contact with lava deals 1 permanent Constitution and Charisma damage (characters whose armor completely covers them do not take this damage).

An immunity or resistance to fire serves as immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see *Drowning*).

Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

Mountain Travel

High altitude can be extremely fatiguing – or sometimes deadly – to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the hardiest of characters.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return.

Synthetics and mechanicals creatures are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 6,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (6,000 to 15,000 feet): Ascending to the high slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Characters are subjected to the *Thin Atmosphere* hazard (see above).

High Peak (15,000 to 20,000 feet): In the highest slopes of medium mountains falls into this category. It is rare to see trade routes passing through these heights. Characters are subjected to the *Rare Atmosphere* hazard (see above).

Very High Peak (20,000 feet or more): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both *Rare Atmosphere* and *Long-Term Oxygen Deprivation* (usually called altitude sickness), whether or not they're acclimated to high altitudes.

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of *Strong Winds*, *Heavy Snow* (typically 1d3 feet) and *Extreme Cold* (see *Cold Dangers* above) make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to *Severe Winds* and *Heavy Rain*, hurricanes are accompanied by *Floods* (see above). Most adventuring activity is impossible under such conditions.

Pressure Hazard

Certain environments have far more pressure than a creature is used to. On such places, a creature's organs risk being crushed. However, since each race is used to different levels of pressure, the hazard level varies for each creature.

Hazard Level 1 - Atmosphere has a pressure from 3 to 6 atm higher than the creature's homeworld: Creatures take 1d6 points of lethal damage each 5 minutes while standing on the environment without shelter.

Hazard Level 2 - Atmosphere has a pressure from 7 to 12 atm higher than the creature's homeworld: Creatures take 1d6 points of lethal damage each minute while standing on the environment without shelter.

Hazard Level 3 - Atmosphere has a pressure from 13 to 20 atm higher than the creature's homeworld: Creatures take 1d6 points of lethal damage every 5 actions while standing on the environment without shelter.

Hazard Level 4 - Atmosphere has a pressure from 21 to 30 atm higher than the creature's homeworld. Creatures take 1d6 points of lethal damage each action while standing on the environment without shelter.

Hazard Level 5 - Atmosphere has a pressure from 31 to 40 atm higher than the creature's homeworld. Creatures take 1d6 points of lethal damage each action while standing on the environment without shelter.

Radiation Hazard

Certain environments have high levels of radiation, either from engine spills or radiation bombardment from nearby stars. On such places, a creature's body is at risk of dying from radiation exposure. For simplification purposes, the GM determines the radiation hazard level and applies it to all creatures regardless of race.

Characters that suffer damage from radiation are also sickened while they remain in that environment and for 10 minutes after leaving.

As long as the character's Fortitude bonus is higher than the DC, avoid making checks against this Environmental Hazard to keep the game flowing.

Hazard Level 1 - Low to mid levels of radiation: Characters must make a Fortitude save each 5 minutes (DC 15, +1 for each previous check) or take 1 point of Str, Dex and Con damage.

Hazard Level 2 - Mid to high levels of radiation: Characters must make a Fortitude save each minute (DC 15, +1 for each previous check) or take 1 point of Str, Dex and Con damage.

Hazard Level 3 - High to very high levels of radiation: Characters must make a Fortitude save every 5 actions (DC 15, +1 for each previous check) or take 1 point of Str, Dex and Con damage.

Hazard Level 4 - Extreme levels of radiation: Characters must make a Fortitude save each action (DC 15, +1 for each previous check) or take 1 point of Str, Dex and Con damage.

Hazard Level 5 - Deadly levels of radiation: Characters must make a Fortitude save each action (DC 15, +1 for each previous check) or take 2 point of Str, Dex and Con damage.

Rain, Snow, Sleet and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice (see Cold Dangers above).

Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged attacks and Listen checks as *Severe Wind*.

Snow: Falling snow has the same effects on visibility, ranged attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, above). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by *Strong Winds* or *Severe Winds* may result in snowdrifts 1d4 × 5 feet deep, especially in and around objects big enough to deflect the wind – a cabin or a large tent, for instance.

There is a small chance that a heavy snowfall is accompanied by lightning (see *Thunderstorm*, below). Snow has the same effect on flames as *Moderate Wind*.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as *Snow* once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes hail can become large enough to deal 1d6 point of damage (per minute) to anything in the open. Once on the ground, hail has the same effect on movement as *Snow*.

Smoke Effects

A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of non-lethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

Starvation and Thrist

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.)

In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of non-lethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of non-lethal damage.

Characters who have taken non-lethal damage from lack of food or water are fatigued. Non-lethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using weapons from tanks and ships, which have a -4 penalty on attack rolls. They automatically extinguish unprotected flames. They cause protected flamesnto dance wildly and have a 50% chance to extinguish these lights. Storms are divided into the following types.

Duststorm: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smothers unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by *Severe Winds* and leave behind a deposit of 1d6 inches of sand. However, there is a small chance for a greater duststorm to be accompanied by windstorm-magnitude winds.

Greater Duststorm: These greater duststorms deal damage to anyone caught out in the open without shelter and also pose a choking hazard (see *Drowning* below). Greater duststorms leave 2d3–1 feet of fine sand in their wake. Creatures caught in the open take damage depending on the Hazard Level of the duststorm. Against this, hazard, armors provide double DR (armors with DR 0 are considered to have DR 1) but only while the armor covers the head and the entire body, otherwise they work normally (only helmets that allow breathing in space are considered to cover the entire head).

Hazard Level 1: 1 points of non-lethal damage every minute while caught out in the open.

Hazard Level 2: 1d6 points of non-lethal damage every minute while caught out in the open. Those without helmet that cover the face take an additional 1 points of damage every minute while caught out in the open without shelter (DR doesn't apply). They also risk chocking (see Drowning below) unless they wear a scarf or similar protection to cover their mouth

and nose.

Hazard Level 3: 1d12 points of non-lethal damage every minute while caught out in the open. Those without helmet that cover the face take an additional 1d3 points of damage every minute while caught out in the open without shelter (DR doesn't apply). They also risk chocking (see Drowning below) unless they wear a scarf or similar protection to cover their mouth and nose.

Sandstorm: A sandstorm reduces visibility to 1d10 × 5 feet and provides a –4 penalty on Listen, Search, and Spot checks. A sandstorm deals damage to any creatures caught in the open, and leaves a thin coating of sand in its wake. Sand creeps in through all but the most secure seals and seams. Creatures caught in the open take damage depending on the Hazard Level of the sandstorm. Against this, hazard, armors provide double DR (armors with DR 0 are considered to have DR 1) but only while the armor covers the head and the entire body, otherwise they work normally (only helmets that allow breathing in space are considered to cover the entire head).

Hazard Level 1: 1d3 points of non-lethal damage every minute while caught out in the open.

Hazard Level 2: 2d4 points of non-lethal damage every minute while caught out in the open. Those without helmet that cover the face take an additional 1d3 points of damage every minute while caught out in the open without shelter (DR doesn't apply). They also risk chocking (see Drowning below) unless they wear a scarf or similar protection to cover their mouth and nose.

Hazard Level 3: 2d6 points of non-lethal damage every minute while caught out in the open. Those without helmet that cover the face take an additional 1d4+1 points of damage every minute while caught out in the open without shelter (DR doesn't apply). They also risk chocking (see Drowning below) unless they wear a scarf or similar protection to cover their mouth and nose.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of *Snow* on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10×1d8. One in ten thunderstorms is accompanied by a *Tornado* (see below). Characters wielding metal weapons (such as firearms or blades) outside also risk being hit by lightning (40% chance).

Suffocation

A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). Once a character falls unconscious, it consumes much less oxygen. It can hold up to a number of rounds equal to its Constitution score, while unconscious. After that, she drops to –1 hit points and is dying. In the following round, she suffocates and dies.

This unconscious state cannot be broken by others unless the character receives air from any source. Another character can pass some of the air in its lungs, in other to help a weaker character to remain alive for longer. This requires a full-round action (by either kissing or transmitting air through some tube) and provides a free round, to the receiving character, in which no check is needed to hold breath and that doesn't increase the DC of the next check. After that round, checks must be made once more. However, if the one that provided the air is also in risk of suffocation, he increases the DC of his next check by 2. The receiving character cannot use his new free round to provide air to another character through this method. This, however, can be used to awake a character that fell unconscious due to suffocation, but once awaken that character must continue to make the checks (after his free round has passed), which continue normally from his last check DC.

Slow Suffocation: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Small characters consume half as much air as Medium characters.

For example, two people can last for 3 hours, after which they each take 1d6 points of nonlethal damage per 15 minutes. If they have a torch (equivalent to another Medium character in terms of the air it uses), the air runs out in only 2 hours.

A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a volus are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches × 4 10-ft. cubes = 6.86 hours).

Air Supply: Usually armors and breathing apparatus have a reserve of 3 to 5 hours of air. Once it runs out, the character suffers from suffocation (not slow suffocation).

Toxic Agents

Certain environments have high levels of toxic agents that cannot be filtered by the helmet's breathing filters (example: pollen, bacteria). In those cases, characters must make a Fortitude save or risk taking damage to their lungs.

Note: unlike other hazard levels, these ones do not depend on how protected a character is. The GM determines the environment's toxic agent hazard level then features that reduce hazard level are applied afterwards.

Characters that take damage from toxic agents are exhausted while they remain in the environment and for 1 minute after leaving it.

Hazard Level 1: Low to mid levels of agents. Characters must make a Fortitude save each 5 minutes (DC 15, +1 for each previous check) or take 1 point of Con damage.

Hazard Level 2: Mid to high levels of agents. Characters must make a Fortitude save each 2 minutes (DC 15, +1 for each previous check) or take 1 point of Con damage.

Hazard Level 3: High to very high levels of agents. Characters must make a Fortitude save each 5 rounds (DC 15, +1 for each previous check) or take 1 point of Con damage.

Water Dangers

Historically, waterways were one of the most important modes of travel and communication within and between countries. On the other hand, characters on foot will find that lakes, rivers, and streams often block their travels in the wilderness. What's more, underground streams, cisterns, sewers, and moats are all part of the dungeon environment.

Water presents travelers with five general problems. First, it's an obstacle that can block their movement. Second, characters in the water face the danger of drowning or losing gear. Third, a character caught in fast-moving water can be swept away from the rest of his party and battered or killed by rapids and waterfalls. Fourth, really deep water deals damage from the great pressure it exerts. Finally, exposure to cold water can be dangerous, afflicting characters with hypothermia.

Any character can wade in relatively calm water that isn't over his head, no check required (hence the importance of fords). Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that load penalty makes any attempt at swimming much more difficult.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Water Pressure: Very deep water is not only generally pitch black, posing a navigational hazard, but it also deals damage due to high pressure. Every 100 ft the pressure increases by 1 atm (refer to *Pressure Hazard* to determine its effects).

Hypothermia: Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure (protected characters using helmets that allow breathing in space take damage for each 5 minutes instead).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down, interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames to dance wildly and have a 50% chance of extinguishing these lights. Ranged attacks and Listen checks are

Wind Force	Wind Speed	Normal Ranged Attacks / Larger Ranged Weapons^1	Creature Size^2	Wind Effect on Creatures	Str check DC
Light	0–10 mph	–/–	Any	None	–
Moderate	11–20 mph	–/–	Any	None	–
Strong	21–30 mph	-2/–	Tiny or smaller	Knocked down	10
			Small or larger	None	–
Severe	31–50 mph	-4/–	Tiny or smaller	Blown away	12
			Small	Knocked down	11
			Medium	Checked	10
			Large or Larger	None	–
Windstorm	51–74 mph	Impossible/-4	Small or smaller	Blown away	15
			Medium	Knocked down	13
			Large or Huge	Checked	11
			Gargantuan or Colossal	None	–
Hurricane	75–174 mph	Impossible/–8	Medium or smaller	Blown away	20
			Large	Knocked down	17
			Huge	Checked	14
			Gargantuan or Colossal	None	–
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	29
			Huge	Knocked down	25
			Gargantuan or Colossal	Checked	21

1. The larger ranged weapons category includes missiles, grenades launched from grenade launchers, torpedoes, etc.
2. Flying or airborne creatures are treated as one size category smaller than their actual size for purposes of wind effects.
3. To negate the wind effects a Strength check, with the indicated DC, is needed every minute when not in combat or every round when in combat.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6 × 5 feet. Checked creatures cannot attack with melee weapons.
Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet. Creatures knockdown by wind effects cannot attack.
Blown Away: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting. Creatures knockdown by wind effects cannot attack.

made with a –4 penalty.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even cannons from tanks and ships have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with tanks and ships, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Massive Storms: These storms occur mostly on lifeless planets, with winds capable of going over 200 mph. These storms are dangerous to just about anything in their path. They can destroy weak buildings, lift and carry light vehicles and will certainly lift creatures in its path.

Creatures caught by one of these storms are carried for 1d4 minutes, taking 12d6 points of damage plus 1d6 for each additional 50 mph above 200 the storm possesses. After that duration, they eventually land.

Some massive storms carry lightning with them (see *Thunderstorm* above).

Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away, characters in close proximity to a tornado who fail their Strength checks are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Afflictions

From to poisons to diseases, characters can be affected by numerous afflictions. While they have different effects, they all function using the same basic system. All afflictions grant a saving throw when they are contracted that if successful the character manages to resist the affliction and does not contract it (so no more rolls are needed). If the save is a failure, the creature falls victim to the affliction and must deal with its effects.

Afflictions require a creature to make a saving throw after a period of time to avoid taking certain penalties. With most afflictions, if a number of successful saving throws are made consecutively, the affliction is removed and no further saves are necessary. Some afflictions cannot be cured through saving throws alone and require the aid of medicine to remove. Additionally, if a character has one of its scores reduced to 0 by an affliction, he automatically dies. Each affliction is presented in a short block presenting the following:

Name: This is the name of the affliction.

Type: This is the type of the affliction. It may also include the means by which is contracted, such as contact, ingestion, inhalation or injury.

Save: This gives the type of save necessary to avoid contracting the affliction, as well as the DC for that save. Unless otherwise noted, this is also the save to avoid the afflictions effect's once it is contracted.

Bonus from enhanced fibers does not apply against afflictions.

Onset: Some afflictions have a variable amount of time before they set in. Creatures that come in contact with an affliction with an onset must make a saving throw immediately. Success means the creature did not contracted the affliction. Failure means the creature contracted but only becomes aware of the afflictions real effects, and must starting roll saves, after the onset period has elapsed.

Frequency: This is how often the periodic saving throw must be attempted after the affliction starts to affect the target. While some afflictions last until they are cured, others end prematurely, even if the character is not cured through other means. If an affliction ends after a set amount of time, it will be noted in the frequency. For example, a disease with a frequency of "1/day" lasts until cured, but a poison with a frequency of "1/round for 6 rounds" ends after 6 rounds have passed (if the character did not succeeded on the necessary number of saves to remove the affliction).

Afflictions without a frequency occur only once, immediately upon contraction or after the onset time.

Effect: This is the effect that the character suffers each time if he fails his saving throw against the affliction. Some afflictions have different effects after the first save is failed. These afflictions have an initial effect, which occurs if the first save is failed, and a secondary effect, which occurs on the following failed saves, as noted in the text. While the affliction persists, HP and ability score damage cannot be healed naturally.

Cure: This tells how the affliction is cured. Commonly, this is a number of successful saving throws that must be made consecutively. Even if the affliction has a limited frequency, it might be cured prematurely if enough saves are successfully made. Any damage caused by the affliction is not removed when the affliction is cured, so healing must either come from other means.

Diseases

Disease is a serious threat to common folk and travelers alike. Most diseases can be cured by a number of consecutive saving throws or by medicine.

The following samples represent just some of the possibilities when creating diseases. Unless otherwise stated, the presented DC is both the DC to avoid contracting the disease and the DC to avoid its effects after the disease has been contracted.

Instead of a save, a character may also be cured with Medicine checks (DC equals disease's save DC) but the character needs to stay in bed recovering for at least 3 days +1 day for each day it suffered from the disease. More than one Medicine check is required to remove the disease (the number of successful consecutive Medicine checks is equal to number of consecutive saves required +1).

Blinding Sickness

Type: disease, ingested; **Save:** Fortitude DC 16

Onset: 1d3 days; **Frequency:** 1/day

Effect: 1d4 Str damage, if more than 2 Str damage, target must make an additional Fort save or be permanently blinded;

Cure: 3 consecutive saves

Bubonic Plague

Type: disease, injury or inhaled; **Save:** Fortitude DC 17

Onset: 1 day; **Frequency:** 1/day

Effect: 1d4 Con damage and 1 Cha damage and target is fatigued;

Cure: 4 consecutive saves

Cackle Fever

Type: disease, inhaled; **Save:** Fortitude DC 16

Onset: 1 day; **Frequency:** 1/day

Effect: 1d6 Wis damage; **Cure:** 3 consecutive saves

Filth Fever

Type: disease, injury; **Save:** Fortitude DC 12

Onset: 1d3 days; **Frequency:** 1/day

Effect: 1d3 Dex damage and 1d3 Con damage;

Cure: 3 consecutive saves

Injury Infection

Type: disease, injury (can only be caught with an unattended broken bone, see Losing Body Parts);

Save: Fortitude DC 12 avoids damage for that save.

Frequency: 1/day

Effect: 1 Str damage and 1 Con damage. Every 2 Con damage taken forces the character to make another Fort save to avoid becoming nauseated until the next successful save.

Leprosy

Type: disease, contact, inhaled or injury;

Save: Fortitude DC 12 negates, Fortitude DC 20 to avoid effects

Onset: 2d4 weeks; **Frequency:** 1/week

Effect: 1d2 Cha damage; **Cure:** 4 consecutive saves

Mindfire

Type: disease, inhaled; **Save:** Fortitude DC 12

Onset: 1 day; **Frequency:** 1/day

Effect: 1d4 Int damage; **Cure:** 2 consecutive saves

Red Ache

Type: disease, injury; **Save:** Fortitude DC 15

Onset: 1d3 days; **Frequency:** 1/day

Effect: 1d6 Str damage; **Cure:** 2 consecutive saves

Shakes

Type: disease, contact; **Save:** Fortitude DC 13

Onset: 1 day; **Frequency:** 1/day

Effect: 1d8 Dex damage **Cure:** 2 consecutive saves

Poisons

Poisons are fast acting afflictions that can kill a character in seconds. Poisons follow the same rules as diseases, though the GM may determine that a certain poison can only be counteracted with a specific anti-poison product that can only be created after the poison has been analyzed.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons.

Ingested poisons are contracted when a creature eats or drinks the poison or some other food or drink spiked with the poison.

Injury poisons are contracted through the attacks of certain creature and through weapons coated in the toxin.

Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to 10-foot cube per dose. Creature can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See rules for holding breath and suffocation. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Injected poisons must be injected onto the creature, requiring an attack roll (with the poison injector – light melee weapon, 1d3 damage for Medium creatures, 20/×2) that must deal damage. If damage is dealt, the poison is applied to the target.

Unlike other afflictions, multiple doses of the same poison stack. Each additional dose does not cause additional effects instead prolonging the total duration of the poison by 1/2 for each new dose of the same poison. In addition, each dose of poison increases the DC to resist the poison by +2 (this does not increase the DC to avoid contracting the poison, only the DC to avoid the poison's effects after it has been contracted). This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all doses.

Arsenic

Type: poison, ingested; **Save:** Fortitude DC 13

Onset: 10 minutes; **Frequency:** 1/minute for 4 minutes

Effect: 1d2 Con damage; **Cure:** 1 save

Cost: Each dose costs 150 credits

Minagen X3 (inhaled)

Type: poison, inhaled; **Save:** Fortitude DC 12

Onset: Immediate; **Frequency:** 1/round for 3 rounds.

Effect: increase DC of character's biotic powers by 1;

Secondary Effect: 2 Wis damage;

Cure: 2 consecutive saves

Cost: Each dose costs 300 credits

Minagen X3 (injected)

Type: poison, injection; **Save:** Fortitude DC 13

Onset: Immediate;

Frequency: 1/round for 10 rounds.

Effect: increase DC of character's biotic powers by 2;

Secondary Effect: 2 Wis damage;

Cure: 2 consecutive saves

Cost: Each dose costs 350 credits

Creeper

Type: poison, ingestion; **Save:** Fortitude DC 12

Onset: 3 minutes;

Frequency: 1/min for 8 minutes.

Effect: 4 Dex damage;

Secondary Effect: 1 Wis damage;

Cure: 2 consecutive saves

Cost: Each dose costs 285 credits

Hallex

Type: poison, ingestion; **Save:** Fortitude DC 18

Onset: 4 rounds;

Frequency: 1/round for 6 rounds.

Effect: 4 Wis damage;

Secondary Effect: 1 Wis damage;

Cure: 2 consecutive saves

Cost: Each dose costs 450 credits

Omega Enkaphalin

Type: poison, ingestion; **Save:** Fortitude DC 18

Onset: 3 rounds;

Frequency: Permanent until removed

Effect: Reduce DC of character's biotic powers by 10;

Cure: once contracted can only be cured with Medicine checks (2 checks required).

Cost: Each dose costs 500 credits

Red Sand

Type: poison, inhaled; **Save:** Fortitude DC 14

Onset: Immediate; **Frequency:** 1/round for 10 rounds.

Effect: increase DC of character's biotic powers by 1;

Secondary Effect: 1 Wis damage;

Cure: 2 consecutive saves

Cost: Each dose costs 250 credits

Sleeping/Paralyzing Gas

Type: poison, inhaled;

Save: Fortitude DC: primary 10, secondary 12

Onset: Immediate;

Frequency: 1/round for the duration of the gas.

Effect: Affected character falls unconscious/paralyzed. For this effect use the primary DC. If gas paralyzes instead of sending characters unconscious, use secondary DC.

Secondary Effect: Applies only if target succeeded on the primary DC. Target takes 1 point of damage to all ability scores (cannot reduce below 1) while the gas is in place and for an additional 10 rounds afterwards. For this effect use the secondary DC. If the gas paralyzes, instead of sending characters unconscious, there is not secondary effect.

Cure: No cure, targets are continuously under the poison's effects while they keep inhaling the poison. For each round of exposure after the first, increase both DCs by 2.

Cost: Each dose costs 320 credits

Quarian Infection

Because of their weak immune systems, quarians are more susceptible to become infected with diseases and allergic reactions caused by contact with foreign bacteria and microbes.

Upon determining that the character has become infected roll 1d12 and compare the results to the table below to determine the symptoms or nature of the infection.

Once each day, and immediately after resolving infection, the quarian may make a Fortitude save against the infection (DC 16). A successful save means the quarian's immune system, while weak, is keeping the effects at bey. A failed save results in the character suffering the infection's detrimental effects.

These effects are not removed with a full night's rest (though ability damage is still recovered with a rest) and at the start of the new day the Fort Save must be attempted again or the quarian suffer cumulative effects of the infection.

All quarians suffering an infection experience fatigue (-2 Str and -2 Dex), no save allowed.

A quarian infection is only healed through Medicine checks (DC 16) which require the quarian to rest for a number of days equal to the number of days under the infection's effects +1. Alternatively, it can be cured with three consecutive saves.

Bonus from enhanced fibers does not apply against quarian infections.

The quarian also suffers from quarian infection when it makes skin or unfiltered air contact with another creature. However, in those cases the quarian only suffers from the infection once and then adapts to the other creature's presence.

Roll	Infection
1	Withering Infection: 1d4 Str damage
2	Wasting Infection: 1d4 Con damage
3	Debilitating Infection: 1d4 Dex damage
4	Delirium: 1d4 Wis damage
5	Severe Headaches: 1d4 Int damage
6	Draining Infection: Exhausted
7	Feverish: -1 to Ref and Fort Saves, and Concentration checks
8	Weakening Infection: 1 point of damage to all stats
9	Mild Infection: Fatigued Only
10	Labored Breathing: -4 on Constitution checks for endurance
11	Sniffle and Sneeze: -4 to Hide and Move Silently
12[1]	Multiple Infections: Roll 2 new infections

[1] On a result of twelve (12) roll 2d12 to select two infections, rerolling further twelve results. This allows for doubles of the same type of infection.

Chapter 12

Mass Effect Universe

This section provides useful information about the Mass Effect universe. From planets to regions of the galaxy, from governments to corporations, most of the basic information needed to understand the universe of Mass Effect can be found here. All the information is taken from the codex of all three Mass Effect games.

The Milky Way

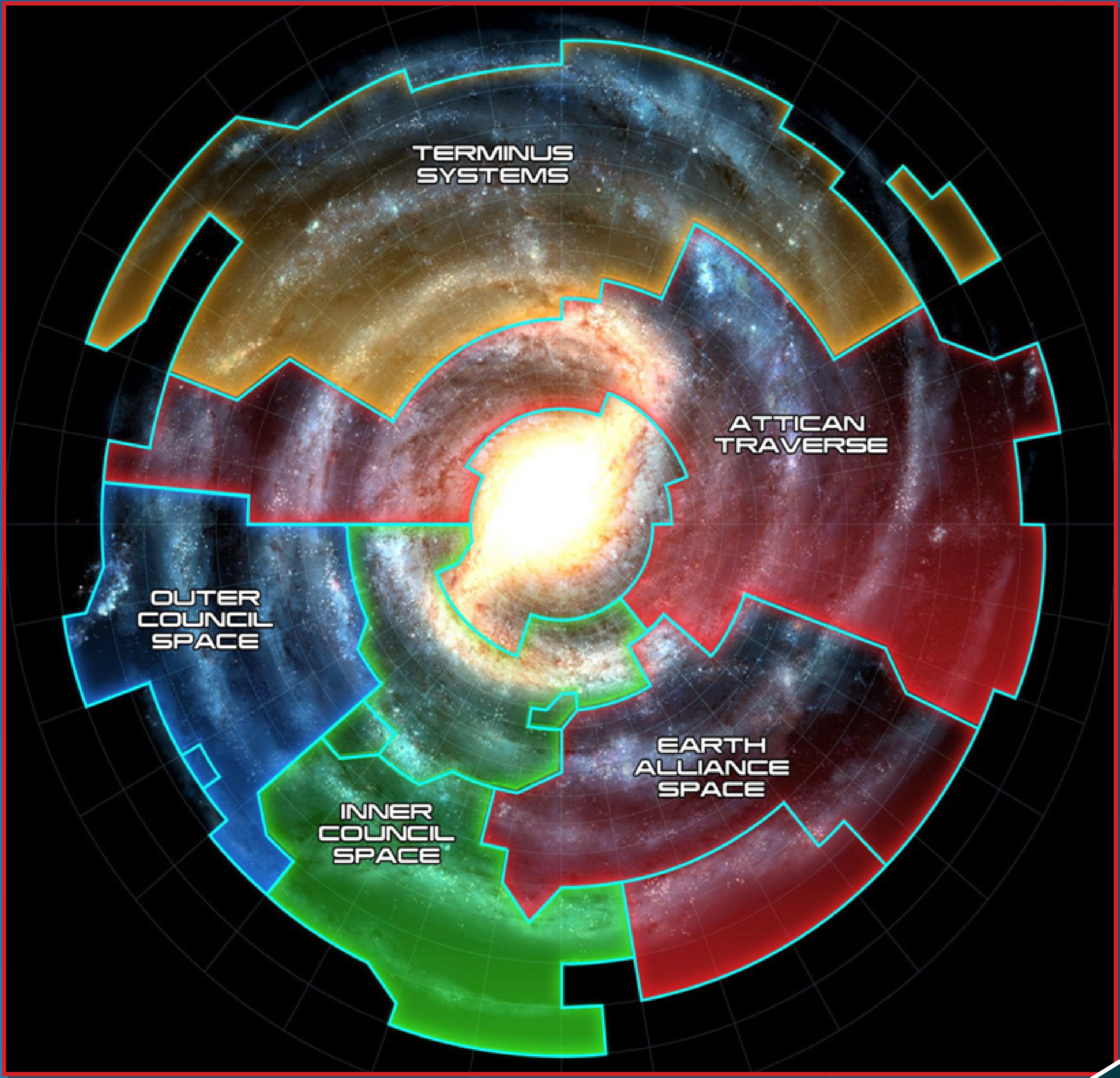
The Mass Effect game takes place on our own galaxy, the Milky Way. But in this alternate universe, the galaxy is filled with sentient races, each with their own political, moral and religious behaviors and codes. Because of this, the galaxy is effectively divided in several major regions, as the following image shows.

The regions are: Inner Council Space, Outer Council Space, Earth Alliance Space, Attican Traverse and Terminus Systems

Inner Council Space

Inner Council Space is the central region of the area of space under the control of the Citadel Council. It is bordered by Outer Council Space, Earth Systems Alliance Space, and the Attican Traverse.

In addition to its centrality, Inner Council Space holds great importance to the Council. First, it is home to the Citadel, the seat of galactic government. Second, it contains the homeworlds of several of the galaxy's sapient races. These include the salarians and the turians, two of the races with representation on the Citadel



Council, as well as the hanar and the volus, both of which also have Citadel representation. Finally, the homeworld of the krogan, a former Citadel race, is located within this region.

Outer Council Space

Outer Council Space consists of the majority of space claimed by the asari as well as the elcor homeworld. It is bordered by Inner Council Space and the Attican Traverse.

While the elcor content themselves with their home system and a handful of colonies, the asari have settlements across the territory. Easily the most economically powerful sector of the galaxy, the asari worlds use their financial clout to keep the galactic market stable. Their military fleets patrol shipping lanes and colony space against smugglers arriving via relays from the Attican Traverse.

Earth Alliance Space

Earth Alliance Space represents territory under the control of the human Systems Alliance, but also envelops the heart of batarian space, including the batarian homeworld. It is bordered by Inner Council Space and the Attican Traverse.

Earth has increased its holdings more than tenfold since the discovery of the Charon Relay linked humanity to the rest of the galaxy. Humanity's aggressive expansionism has triggered conflicts with several neighboring species and their governments, most notably the Batarian Hegemony. Despite this, the Systems Alliance shows no signs of slowing its growth.

Attican Traverse

Located near the lawless Terminus Systems, the Attican Traverse is the true frontier of Citadel-controlled space. The area contains many worlds once inhabited by the Protheans, and many mass relays are located throughout the systems of the Traverse. Colonies established in the Traverse are subject to constant raids and attacks from the nearby Terminus Systems, but the presence of multiple worlds rich in resources and both Prothean ruins and Prothean, continues to draw colonizing interest.

Though the Citadel officially claims the region as its own, the forces of the Terminus Systems have claimed many of the planets and systems to be under their control. Unwilling to engage in an all-out war against the Terminus Systems, the Citadel has adopted a military non-interference policy in the region. However, the Council makes no objection to the Systems Alliance's expansion in the Traverse, because the large Alliance Navy can settle unstable regions without the Council needing to get involved.

Terminus Systems

The Terminus Systems are located on the far side of the Attican Traverse, beyond the space administered by the Citadel Council or claimed by the human Systems Alliance. These systems are populated by a loose affiliation of minor species, united only in their refusal to acknowledge the political authority of the Council or adhere to the Citadel Conventions.

Their independence comes at a price; the Terminus is fraught with conflict. War among the various species is common, as governments and dictators constantly rise and fall. The region is a haven for illegal activities, particularly piracy and the slave trade. The prevalence of batarian criminal gangs has led to the batarian language becoming a "lingua franca" in the Terminus. The Terminus Systems have no government, but the Omega station serves as a trade capital.

At least once a year, a fleet from the Terminus invades the nearby Attican Traverse. These attacks are typically small raids against poorly-defended colonies. The Council rarely retaliates, as sending patrols into the Terminus Systems could unify the disparate species against their common foe, triggering a long and costly war.

Despite the dangers, Citadel races have not been deterred from traveling through and even extensively colonizing the Terminus Systems themselves. Humans, turians, salarians, elcor, asari, and volus each have a sizable colonial presence there. Since the Citadel Council's authority is nonexistent, these colonies are often fully independent from any interplanetary government. The Terminus Systems also encompass the homeworlds of the quarians and the vorcha.

Before the Alliance expanded into the Voyager Cluster, the turians mapped the Terminus Systems in great detail using an interferometric array, with one end in the Attican Beta cluster and the other at the planet Gromar.

The Citadel Council

The Citadel Council is the governing body of the Citadel. Convening in the impressive Citadel Tower, the Council is the ultimate authority in Citadel space, passing judgement for violations of Council law, settling disputes between governments, and maintaining law and order, often through the use of its own covert intelligence service, the Spectres.

The Council is an executive committee composed of one representative each from the member species. Though they have no official power over the independent governments of other species, the Council's decisions carry great weight throughout the galaxy. No single Council race is strong enough to defy the others, and all have a vested interest in compromise and cooperation.

Each of the Council species has general characteristics associated with the various aspects of governing the galaxy. The asari are typically seen as diplomats and mediators. The salarians gather intelligence and information. The turians provide the bulk of the military and peacekeeping forces.

Any species granted an embassy on the Citadel is considered an associate member, bound by the accords of the Citadel Conventions. Associate members may bring issues to the attention of the Council, though they have no impact on their final decision.

History

Though several citadel races are much older than humanity, the Citadel Council is relatively new.

FORMATION

The Citadel Council was founded in 500 BCE (Before Common Era) by the asari and salarians, the first two races to independently discover the Citadel, believed to be a triumph of the lost Prothean civilization, at the hub of the mass relay network. It was the asari who suggested forming a governing body aboard the space station in partnership with the newcomer salarians. The founding of the Council marks the beginning of the Galactic Standard (GS) calendar, the year 0 GS.

Over the next 500 years, the Council rapidly expanded outward from the Citadel, encountering several new races and incorporating them into the growing galactic community. The volus were the earliest known race that the Council made first contact with; in 200 BCE, the Council grants the volus an embassy at the Citadel in recognition of their contributions to Citadel space, including the Unified Banking Act which established the credit as a standard currency. Along with the volus, the batarians, elcor, hanar, and quarians were also welcomed to the fold during this time.

RACHNI WARS

The times of peaceful first contact ended abruptly for the Council with the accidental discovery of the rachni around 1 CE. The hive-minded, insect-like rachni reacted with extreme hostility and initiated a large-scale war with the races of Citadel space. Negotiation with the rachni queens was impossible; the queens could not be contacted in their underground nests on the rachni worlds.

A turning point in the war came when the salarians made first contact with the krogan in 80 CE, who had been living in the post-apocalyptic ruins of their homeworld Tuchanka for nearly two thousand years. The krogan were uplifted and manipulated into serving as soldiers for the Council. The resilient krogan succeeded where other Citadel races could not. Able to survive on the harsh rachni worlds, the krogan stormed rachni nests and exterminated queens one by one. By 300 CE, the rachni were declared extinct. As a reward for their service, the krogan were given a new, pristine homeworld. A lasting result of the Rachni Wars was the Council's establishment of new laws which prohibited the activation of uncharted mass relays.

KROGAN REBELLIONS

Some 400 years after the end of the Rachni Wars, the Council once again found itself embroiled in a galaxy-wide conflict. The krogan, having exploded in numbers and encroaching on the territories of other races, were asked by the Council to withdraw from the asari colony of Lusia. Outraged, the krogan refused. The Council ordered the recently-formed Special Tactics and Reconnaissance division to make a preemptive strike against krogan infrastructures, and the Krogan Rebellions began.

This conflict persisted for a century, ending only after the Council made first contact with the turians, who agreed the krogan were a threat and declared war against them. The turians inflicted a lethal blow using the salarian-developed genophage; without the ability to quickly replenish their forces, the krogan dwindled. Following the Rebellions, the Citadel Conventions were drawn up. Since 900 CE, the turians have filled the military and peacekeeping niche in Citadel space vacated by the krogan. In recognition of their role during and after the Rebellions, the turians were inducted into the Citadel Council as the third race with full membership.

EXPANSION, CONFLICT AND HUMANITY

The next thousand years were relatively peaceful ones for the Council, interrupted only by some minor galactic incidents and the Geth War of 1895 CE. In that conflict, the quarians were driven from their worlds by the geth, machines created to serve the quarians that had achieved artificial intelligence and rebelled. With invasion by the geth an immediate threat, the Council refused the quarians' pleas for help and revoked their Citadel embassy, and also implemented restrictive laws on AI research and development.

During this time the Council continued to explore the galaxy, encountering new races with varied success. One diplomatic failure occurred with the yahg, a pre-spaceflight race discovered by Council surveyors in 2125 CE. A Council delegation was dispatched to the yahg homeworld Parnack, expecting to quickly establish diplomatic relations. Unfortunately, the predatory yahg misinterpreted the delegation's non-subservient behaviors as an attitude of contempt and promptly slaughtered the delegates. The Council responded by cutting off contact with the yahg and declaring Parnack off-limits to Citadel races; the Council asserted that the extremely aggressive yahg were poorly suited to integrate with the galactic community.

In 2157 CE, Council intervened in the Relay 314 Incident. A brief conflict instigated by the turians against the newly-encountered humans for what the turians viewed as a breach of galactic law, the First Contact War, as humans referred to it, was brought to an end when both sides prepared to escalate their involvement. The Council revealed itself and the existence of the galactic community to humanity and brokered a peace agreement which forced the turians to pay significant reparations. Humanity quickly rose to prominence and was granted an embassy on the Citadel in 2165 CE.

EVENTS OF MASS EFFECT

The events of the Mass Effect games happen a few decades after, telling the story of Commander Shepard, a newly appointed Spectre, and his search for a way to stop the Reapers. During his entire journey, the Council refuses to acknowledge the Reaper threat until the ancient machines start their attack. By then it is too late to prepare and all they can do is try to fight back.

The war eventually ends, and it is up to the player to decide how it does through the games.

Military and Intelligence

To keep the peace, order and protect Citadel space, the Citadel Council has access to several important military and intelligence assets.

CITADEL FLEET

The Council's most important peacekeeping force is the Citadel Fleet, which polices Citadel space and guards the Citadel itself. Mostly comprised of turian vessels, the Fleet is large enough to station patrols at a vast number of mass relays and still keep a garrison at the Citadel. The flagship of the Fleet is the asari dreadnought Destiny Ascension. The Council is evacuated to the Ascension in the event of an emergency.

COUNCIL DEMILITARIZATION ENFORCEMENT MISSION

The Council Demilitarization Enforcement Mission (CDEM) was created in accordance with the armistice that ended the Krogan Rebellions. Based at Pildea Station, CDEM's patrols oversee the entire Krogan Demilitarized Zone. CDEM logs all ships passing through the DMZ and has the right to board and search them at any time and for any reason. Under the armistice, CDEM is responsible for ensuring that the krogan do not obtain starship-mounted weapons; the penalty for smuggling these weapons is punishable by death by spacing.

CDEM operates battlestations in orbit above Tuchanka and manages the planetary shroud which prevents Tuchanka's surface from heating to inhospitable levels. CDEM also enforces a quarantine around the debris field of Rothla, and maintains a small garrison at Ruam's helium-3 mining stations to prevent the sale of fuel to criminal elements.

SPECIAL TASKS GROUP

The salarians often handle intelligence-gathering operations as part of their Council duties, using the Special Tasks Group (STG). The STG is composed of small units of salarian operatives who monitor developing situations or undertake covert missions.

SPECTRES

The Council's elite, invested with the Council's authority, Spectres are vital to keeping the peace across Citadel space. They are individuals who act either on the Council's orders or on their own initiative, to preserve galactic stability. Sometimes, in situations where the Council cannot be seen to act officially, they will send a Spectre instead. Spectres have absolute freedom under the law and answer only to the Council. All details of them are classified.

Galactic Standard Time

The common time used in Citadel Space is different to human Coordinated Universal Time in that:

- A Galactic Standard Day comprises 20 hours.
- Each Hour comprises 100 minutes.
- Each Minute comprises 100 seconds.

- Each second is half as long as a human second.

As a result, a twenty-hour Galactic Standard Day is 15.7% longer than a standard twenty-four hour Terran Coordinated Universal day, which means 27 hours, 46 minutes and 40 seconds (Earth based time).

For mechanic purposes, however, whenever a given feature depends on a time unit, it uses standard Earth time measurements.

Councilors

The names of the Councilors, composing the Citadel Council, throughout the Mass Effect games are:

ASARI

- Tevos - The asari Councilor in 2183. Remains Councilor through 2186 unless the Destiny Ascension is destroyed in the Battle of the Citadel.
- Irissa - Replaces Tevos as Councilor if the Destiny Ascension is destroyed in the Battle of the Citadel.

SALARIAN

- Valern - The salarian Councilor in 2183. Remains Councilor through 2186 unless the Destiny Ascension is destroyed in the Battle of the Citadel.
- Esheel - Replaces Valern as Councilor if the Destiny Ascension is destroyed in the Battle of the Citadel.

TURIAN

- Sparatus - The turian Councilor in 2183. Remains Councilor through 2186 unless the Destiny Ascension is destroyed in the Battle of the Citadel.
- Quentius - Replaces Sparatus as Councilor if the Destiny Ascension is destroyed in the Battle of the Citadel.

HUMAN

- David Anderson - Can be elected as the first human Councilor in 2183. Anderson resigns in 2186 and is replaced by Donnel Udina.
- Donnel Udina - Can be elected as the first human Councilor in 2183. If not elected, Udina replaces David Anderson in 2186 after his resignation. Later killed by Commander Shepard or Kaidan Alenko/ Ashley Williams after the discovery of his involvement with Cerberus.

Citadel

Supposedly constructed by the long-extinct Protheans, this colossal deep-space station serves as the capital of the Citadel Council. Gravity is simulated through rotation, and is a comfortable 1.02 standard G's on the Wards and a light 0.3 standard G's on the Presidium Ring.

Total Length (Open): 44.7km

Diameter (Open): 12.8km

Population: 13.2 million (not including keepers)

Gross Weight: 7.11 billion metric tons

History

The asari were the first race to discover the Citadel, soon after learning to use the mass relays. They were joined shortly by the salarians, and soon after, the volus. As other races were contacted by the asari, or discovered the station independently, they gained embassies on the Citadel and came under the jurisdiction of the growing Council, eventually comprised of the asari, the salarians, and the turians.

Strategically located at the junction of a number of mass relays leading to various parts of the galaxy, the Citadel quickly became a hub of activity. The station was chosen to house the Citadel Council, thereby cementing its importance in the galactic community. It is accepted to be the political and cultural heart of Citadel space, the unofficial name given to all systems that fall under the Citadel species' control.

Even after thousands of years of occupation, the Citadel retains many secrets. The precise age of the station is not known, nor what resilient material it is constructed from. The location of the Citadel's core and its master control unit, regulating systems such as life support and navigation, remain hidden. The most visible, and perhaps intriguing, mystery of the Citadel concerns its caretakers, the keepers. These mute alien creatures maintain the Citadel's vital systems, and can be seen working throughout the station, yet, despite this, little is known about them.

LEGACY

The Citadel was not, in fact, constructed by the Protheans; they were simply the last race to make use of the station before the asari arrived.

It, and the mass relays, are the creations of the Reapers, and were built to help facilitate their cycle of galactic genocide. The Reapers were also responsible for the placement of the keepers on the station, in order that the occupying races would not discover the Citadel's key functions. The station is actually an inactive mass relay leading to dark space, designed as an elaborate trap so the Reapers can wipe out the heart of galactic civilization and leadership in a single, devastating strike.

According to Vigil, the last Protheans used the Conduit and traveled to the Citadel to try and break this cycle. They succeeded, but it was already too late for the Protheans. Because the Conduit portal only linked in one direction, Vigil feared that the Prothean scientists, unable to find any food or water on the Citadel, slowly starved to death. Due to this Prothean intervention, the Reapers were forced to travel to the Milky Way without the help of the mass relays, at normal FTL speeds.

CRUCIBLE AND THE CATALYST

At the height of the Reaper invasion in 2186, the races of the galaxy unite to construct the Crucible, a superweapon of ancient design with the power to destroy the Reapers once and for all. The final and most important component of the Crucible is the Catalyst, which is revealed to be part of the Citadel. Unfortunately, the Illusive Man learns of this and flees to the Citadel, where he alerts the Reapers of the galaxy's plans. The Reapers respond by seizing control of the Citadel and moving it into Earth's orbit to protect it. The station's arms are closed, sealing it off, thereby preventing the Crucible from docking. The Alliance leaders determine that the only way to get the Citadel's arms to open is to get someone inside the Citadel and manually open the arms.

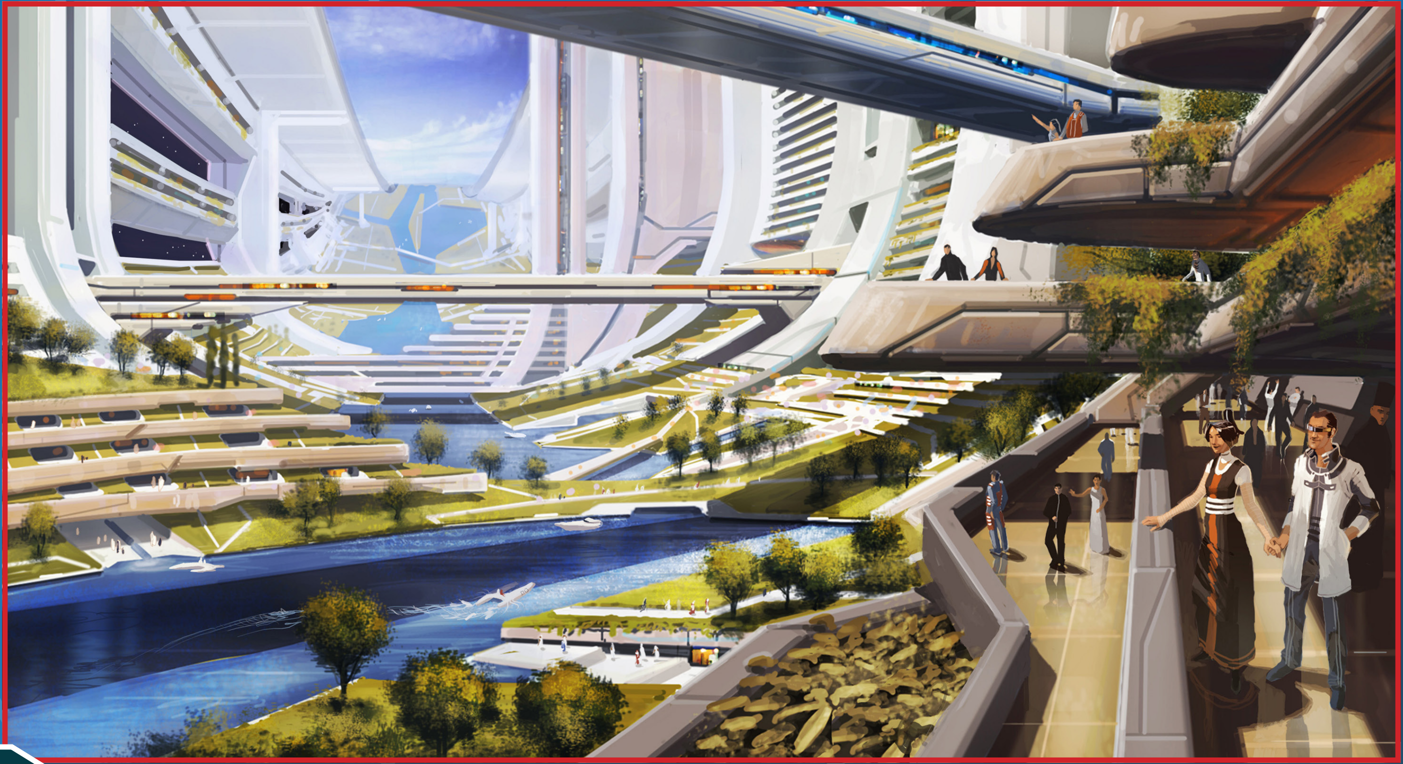
During the battle for Earth, Commander Shepard boards the Citadel via a transport beam and opens the Wards to allow the Crucible to attach to the station. Shortly afterward, Shepard meets the Catalyst - now revealed to be the Intelligence that controls the Reapers. Shepard must then choose between destroying the Reapers, controlling them, or merging organic and synthetic life. Upon deciding, the Crucible releases its energy and the Citadel, with its Wards now open to their maximum extent, amplifies it and transmits it to the Charon Relay, which in turn transmits it to the rest of the Mass Relay network.

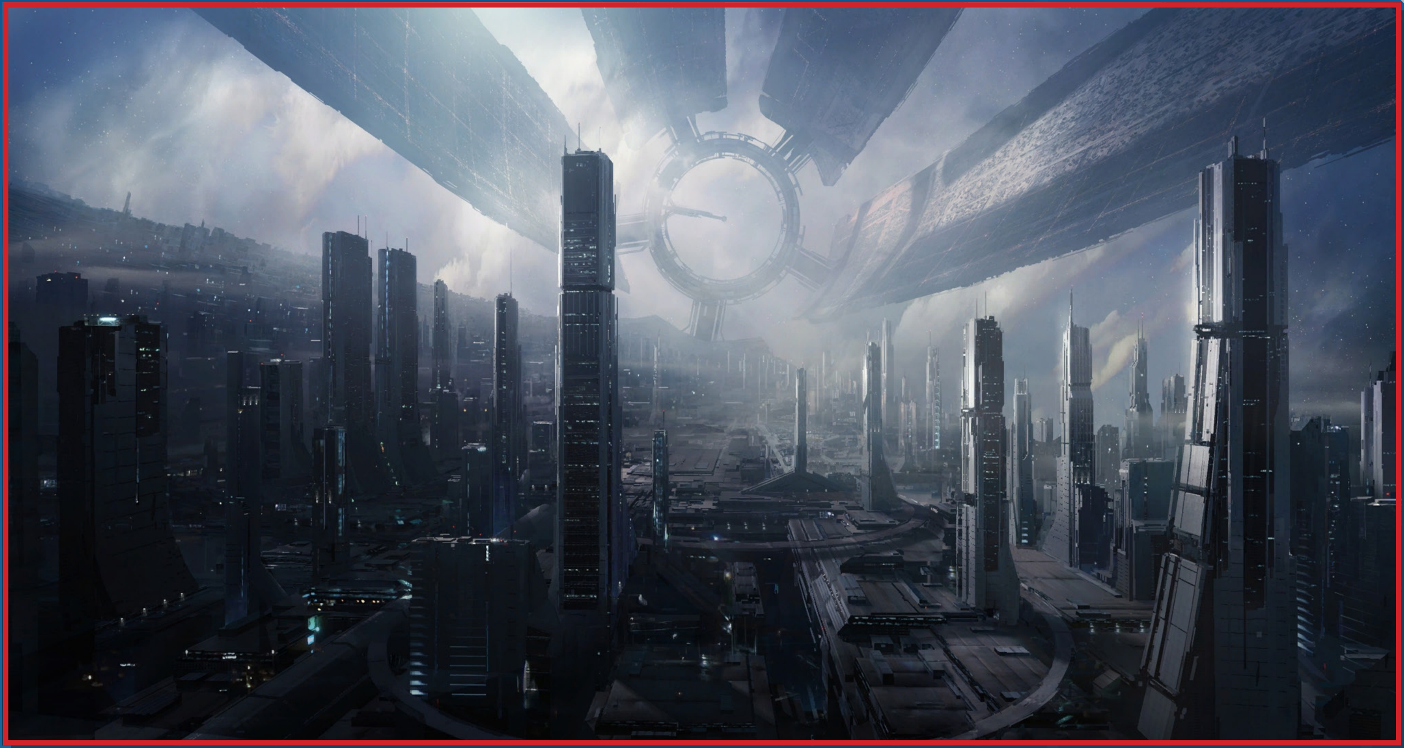
Layout

The Citadel is a massive construct, similar in shape to a pentagram. It consists of a central ring 7.2 kilometers in diameter, from which five arms protrude, each 43.6 km long and 330m thick. The station is capable of closing in on itself, via the convergence of its five arms, transforming it into a long, impenetrable cylinder. However, the Citadel is only closed in times of emergency, and normally the station retains its 'open' appearance. The central ring and five arms are home to the Presidium and Wards respectively; the spaceports are also located on the central ring, as it is the center of rotation, facilitating easier access for ships attempting to dock with the station.

CITADEL TOWER

The tower at the center of the Presidium houses the Council Chambers and the main traffic control for the station – any ship within a few thousand kilometers comes under the jurisdiction of Citadel Control. The Chambers themselves are not open to the public and access is only granted to officials and those with special clearance. They are beautifully furnished, with cherry trees and fountains, as well as numerous staircases leading up to the central platform where the Council convenes.





PRESIDIUM

The Presidium is a massive, park-like complex containing the offices of the various branches of the galactic government, as well as the embassies of all the races represented in the Citadel. There are also shops, restaurants and recreational facilities, serving the wealthy residents who live and work throughout the sector. The Presidium is monitored by a Virtual Intelligence named Avina, and, unlike the Wards, incorporates an artificial 20-hour day schedule: lights are dimmed, and the holographic "sky" darkened, for 6 of the 20 hours, imitating the familiar day-night cycle.

WARDS

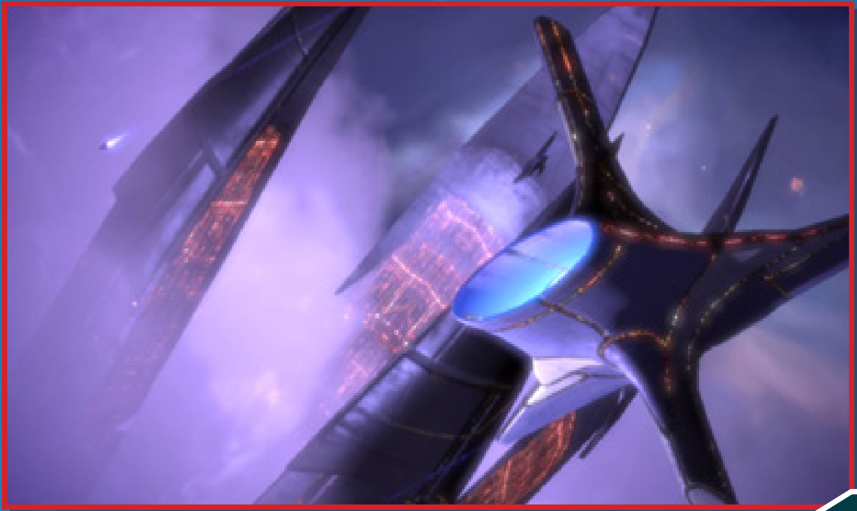
The "arms" of the Citadel, known as the Wards, constitute the residential and commercial sectors of the station. Densely populated, housing millions of residents from many galactic species, the Wards are akin to Earth cities such as Hong Kong and Singapore. Numerous skyscrapers rise from the superstructure, sealed against vacuum, as breathable atmosphere is only maintained to a height of approximately 7 meters. Unlike the Presidium, there is no artificial day-night cycle; as a consequence of this, commercial activity rarely ceases, and residents work and rest according to personal need. The Wards are policed by the Citadel Security Services (C-Sec), whose offices and custody suites are located in the Lower Wards.

DEFENSES

As befits such an important galactic location, the Citadel boasts multiple layers of defense. The first is the Serpent Nebula itself: the nebula's composition is such that it is difficult for attacking fleets to navigate, thus preventing them from launching a concerted attack.

Another link in the Citadel's defensive chain is the Citadel Fleet. The fleet is a massive task force consisting mostly of turian vessels but also including ships from the other Council races. The Citadel Fleet, led by the imposing asari dreadnought Destiny Ascension, constantly patrols the space around the station. However, should any aggressor manage to break through the Citadel Fleet, reinforcements from all over the galaxy are only minutes away, due to the network of mass relays located nearby.

If any enemy gets close enough, the station is capable of closing in on itself to form a long, armored cylinder, 25 kilometers in length. The station's hull is sufficiently strong that, even when subjected to the most advanced weaponry available, it would take several days of sustained bombardment to inflict any serious damage to



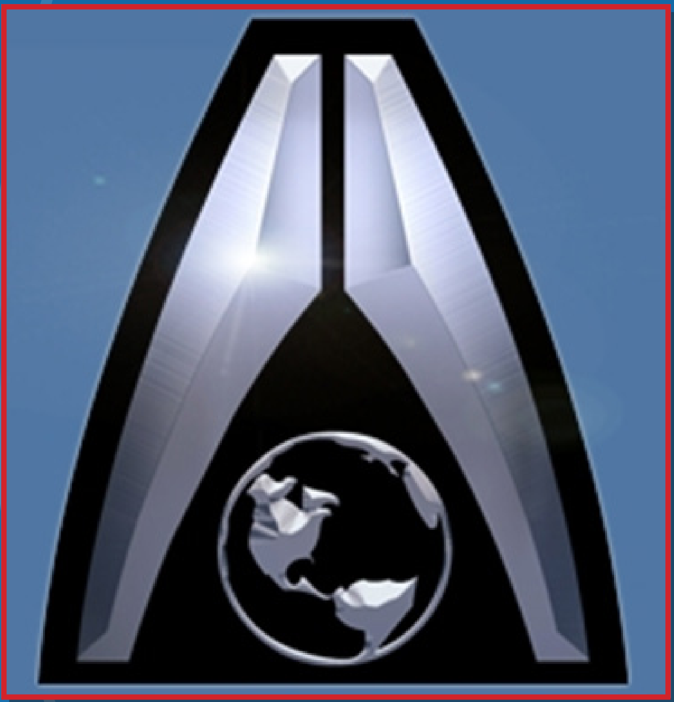
the superstructure.

The station also boasts its own internal security force, known as C-Sec. The 200,000 officers patrolling the station handle everything from customs to hostage negotiations.

The Citadel also has turrets to ward off small craft, such as dropships.

Systems Alliance

The Systems Alliance is the representative body of Earth and all human colonies in Citadel space. Backed by Earth's most powerful nations, the Alliance has become humanity's military, exploratory, and economic spearhead. While the Alliance is relatively new to the galactic community, it has already made a name for itself, gaining humans an embassy on the Presidium. The Alliance is governed by a parliament based at Arcturus Station, which also serves as the Alliance's capital.



Establishment

In 2148, a mining team on Mars made perhaps humanity's greatest discovery. After investigating the "Bermuda Triangle-like" reputation of the southern pole, the team unearthed the subterranean ruins of an ancient alien research station, revealing incontrovertible proof of the existence of alien life. Humanity was no longer alone in the universe.

The impact was profound in all areas of human culture, but nowhere more so than religion. New beliefs sprang up overnight such as the Interventionary Evolutionists, who zealously proclaimed the discovery as proof that all human history had been directed and controlled by alien forces. Even established religions struggled to explain extraterrestrial life. Some tried to incorporate this new-found knowledge into their dogma, some remained silent, while a few tried to stubbornly deny the evidence found on Mars.

The news of the discovery dominated the media and raised questions not only about the existence and purpose of humanity, but questions about the aliens themselves. Foremost, were they still out there? While these questions had served to fracture most religions they had a unifying effect in politics. Rather than nations fighting each other over their differences, it was now "us vs. them" and the foundations of a united human front were laid.

Within a year of the discovery, Earth's eighteen largest nations had drafted and ratified the Systems Alliance charter, establishing a representative political body to expand and defend human territory. Shortly thereafter, the various nations of Earth pooled their military resources to create the Systems Alliance Military. The same year, 2149, the Alliance discovered the Sol system's mass relay orbiting Pluto, previously thought to be a moon, Charon. The Charon Relay propelled them into space and the reach of humanity grew quickly.

The Alliance began a rapid campaign of expansion, establishing numerous colonies and constructing a large fleet, even though it had yet to encounter another species. Maintaining this expansion policy, the Alliance activated all the mass relays it could find to seek out new resources and possible colonies. But despite this success, the Systems Alliance was not considered a serious political body, as it was considered to lack the authority of individual nations.

Eight years later, humanity made first contact with another alien species and everything changed. A scout fleet consisting of three frigates and two cargo vessels, trying to activate a mass relay, encountered a turian patrol fleet. Activating a dormant mass relay without knowing where it led had been declared illegal by the Council, though the humans did not know this. Only one of the human ships made it back to Shanxi colony, which was subsequently discovered by the turians and invaded. While individual governments remained unsure on what action should be taken, the Alliance took control and attacked the turians.

The resulting First Contact War was relatively short and bloodless, lasting only months and costing 623 human lives (with a slightly higher number of turian casualties). The Citadel Council intervened and negotiated a peace. With the discovery of the Citadel and the greater community, humanity leaped onto the galactic stage. The Alliance received a surge of popularity, which gave it the necessary political credibility to establish its own Parliament and speak for humanity as a whole.

Since then, the Alliance has continued its expansion, with the resource wealth of a dozen settled colonies and hundreds of industrial outposts flowing back to Earth. This expansion brought the Alliance into conflict with the batarians as both species rushed to settle the Skyllian Verge, while maintaining a careful truce with the turians. The Alliance has also been granted an embassy on the Citadel. It has been speculated, given humanity's remarkably fast rise in terms of military, political, and economic power, that the Systems Alliance may soon be invited to join the Citadel Council. This has been a source of some concern to several other species.

Humans have expanded rapidly from Earth in a very short period of time, becoming swiftly integrated into Citadel society and the galactic economy. They have become less ethnically diverse in the twenty-second century, due to a more multicultural society and greater unity between nations. Improved medical advances and gene therapy have led to longer, healthier lifespans; the average citizen can now expect to live to around 130. Most humans retain their native tongue, but learn alien languages or trade pidgin for the sake of convenience or as a gesture of unity.

It was only after the events of Mass Effect 1, by 2183, that the Alliance was granted a seat on the Citadel Council, as a gesture of gratitude for their sacrifice in the Battle of the Citadel.

Government

The Alliance is responsible for the governance and defense of all extra-solar human colonies, and represents humanity on the galactic stage. It is a supranational government, and is based on a parliamentary system, with the Alliance Parliament based at Arcturus Station. It is unknown if the representation is based on the population of member nations on Earth and the colonies, or if all nations and colonies involved receive the same amount of parliamentary members.

The Alliance government is headed by a Prime Minister; as of 2186 this position was occupied by Amul Shastri.

While the Alliance is a supranational government, the member nations of Earth retain their individual sovereignty.

Among the Citadel races, the Alliance is considered a sovereign nation and no other species has right of oversight into Alliance affairs.

Military Doctrine

The Alliance military is respected by the Citadel races for its novel tactics and technology (and not least for the fact the First Contact War had more turian than human casualties). Their strength lies in fire support, flexibility, and speed. The Council regards the Alliance as a "sleeping giant" as only 3% of humans volunteer for military service. They make up for low numbers with sophisticated technical support (VIs, drones, artillery, electronic warfare) and emphasis on mobility and individual initiative. Their military doctrine is not based on absorbing and dishing out heavy shocks like the turians and krogan. Rather, they bypass enemy strong points and launch deep into their rear, cutting supply lines and logistics, destroying headquarters and support units, leaving enemies to 'wither on the vine'.

On defense, the Alliance military lives by Sun Tzu's maxim, "He who tries to defend everything defends nothing." Only token garrisons are placed on their colonies. These are intended for scouting rather than combat, avoiding engagement to observe and report on invaders using drones. However, the Alliance stations powerful fleets at mass relay nexuses so that in the event of an attack they respond with overwhelming force.

The Hahne-Kedar company and Aldrin Labs are key suppliers of the military. All soldiers receive gene therapy for improved strength and stamina. The Alliance also recruits biotics, who are trained using techniques developed at Biotic Acclimation and Temperance Training camp (BAaT, for short, originally run by Conatix Industries). The new L3 biotic implants are considered a significant step forward in biotic amplification.

The Alliance maintains an impressive navy consisting of over 200 vessels ranging from small hundred meter frigates to imposing kilometer long dreadnoughts and carriers. It is one of the greater forces in Citadel space and a serious rival to that of the turians, however, the Alliance is only entitled to a small number of dreadnoughts compared to the turians, a 1 to 5 ratio as of 2183, due to the Treaty of Farixen limiting their construction among the citadel races. The Alliance navy has made up for this with the innovative design and deployment of carriers, which are as large as dreadnoughts but are not restrained by the Treaty of Farixen. The fleet is headquartered at Arcturus Station, a strategically invaluable installation whose system contains several primary mass relays leading to human territory in addition to the secondary mass relay to Earth, and as such it is heavily defended by sizable naval forces.

Diplomatic Relations

Overall, the Systems Alliance enjoys good relations with the Asari Republics and the Salarian Union, and it maintains a cold, yet relatively friendly, relationship with the Turian Hierarchy, though animosity over the First Contact War and the occupation of Shanxi remains. The fractured krogan rarely associate with the Alliance, and there is little, if any, dialogue with the quarians and their Flotilla, though they are not on bad terms. Because of Earth's colonization of the Traverse and the Skyllian Verge, humans remain the natural rivals of the batarians. Practically, the Alliance has no other allies.

In 2165 the Alliance was granted an embassy on the Citadel, electing Anita Goyle as the first human ambassador. The Alliance desires a bigger role in galactic politics, preferably even a Council seat. If they get a seat, they can use the Council's resources and political pull to protect their colonies and interests, as well as being acknowledged as one of the senior races in Citadel space. The galaxy knows it is only a matter of time before the Alliance gets a say but the ambassadors believe it should happen sooner rather than later. In 2183, the Alliance got its first human Spectre, Commander Shepard, bringing the Alliance one step closer to the Council.

However, despite Earth's good diplomatic record the Alliance is still feared by many aliens because they hold the opinion that the Alliance is expanding too fast. The Alliance draws some distrust from humans as well. It was not taken seriously until the First Contact War proved how much humanity needed the Alliance; as Doctor Chakwas points out, the Alliance is now essential to human colonization and expansion in the Attican Traverse.

Currently, the Alliance's most notable human dissenters are supporters of Terra Firma, a political party who opposes humanity's growing integration into the galactic community. Terra Firma believes humanity needs to stand alone if they are to remain strong. The party has been getting much negative attention from both humans and aliens. The Illusive Man, on the other hand, believes that humanity should be ascendant over all other races. He sees the Alliance as nothing more than weak conformists who kneel before the Council. The Alliance is also sometimes criticized by colonists for its defensive tactics (see above). The fact colonial garrisons are meant for scouting rather than defense means that, in the event of trouble, the cavalry often only arrive once the damage has been done.

The Alliance is open to helping biotics integrate into normal human society, particularly welcoming their enlistment in the military. They now provide funding to the Ascension Project, a second-generation biotics training program, to allay any fears from the public that they are creating supersoldiers.

Other Important Locations

Besides the Citadel, there are other major locations throughout the Mass Effect universe, which range from planets to stations and even ships.

Omega

Built in the mined-out husk of a metallic asteroid, Omega has been a haven for criminals, terrorists, and malcontents for thousands of years. At times the station has lain idle and abandoned for centuries, only to be reactivated by a new group of outlaws seeking a fresh start. The space station's original elegant design has given way to haphazard expansion by scrabbling factions of every species. There is no central government or unifying authority on Omega, and nobody can recall a time there ever was one.

- Population: 7.8 million
- Orbital Distance: 2.43 AU
- Orbital Period: 6.9 Earth Years
- Total Length: 44.7 Km

HISTORY

Originally an asteroid rich in element zero, Omega was briefly mined by the Protheans, who eventually abandoned it due to its thick, impenetrable crust. Thousands of years later, nature did what even the Protheans could not: a collision with another asteroid broke Omega in half, exposing its trove of element zero for easy mining.

A rush ensued as corporations and private individuals tried to strike it rich on Omega, and thieves and outlaws followed in their wake. As space became tight, construction of processing facilities extended vertically from the asteroid, creating Omega's jellyfish-like silhouette. To prevent future collisions, the station is ringed with enormous mass effect field generators that redirect incoming debris.

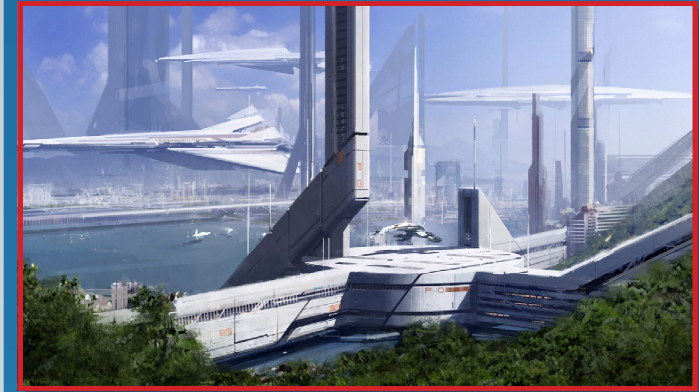
Today, Omega is a major hub of narcotics, weapons, and eezo trafficking without even a pretense of civilian government or military control.

SOCIETY

Omega is described as "the Terminus Systems' dark, twisted counterpart to the Citadel." It is a huge mining station built from the remains of a massive, irregularly shaped asteroid with twisting streets populated with homes, shops and warehouses. Omega's inhabitants are usually lawless. Territory is controlled by the strongest faction in that area and frequently changes hands, often after brutal violence. The station's current "de facto" ruler is Aria T'Loak. As of 2185, Omega has a population of 7.8 million people, composed of various different species. The station's major export is element zero.

While humans refer to it as Omega, the asari name for it translates as "the heart of evil", the salarian name as "the place of secrets", the turian name as "the world without law", and the krogan name it as the "land of opportunity", clearly reflecting their cultural attitudes towards the society within Omega.

Earth

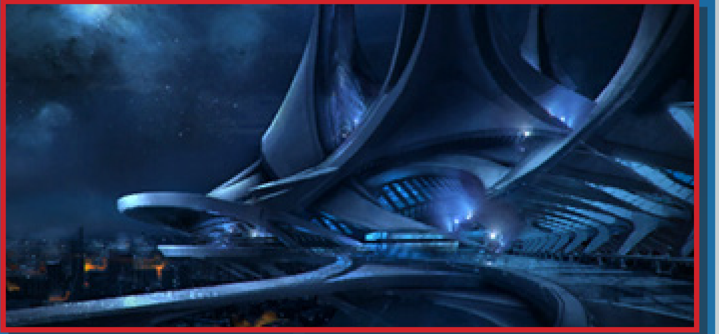


The homeworld and capital of humanity is entering a new golden age. The resource wealth of a dozen settled colonies and a hundred industrial outposts flows back to Earth, fueling great works of industry, commerce, and art. The great cities are greening as arcology skyscrapers and telecommuting allow more efficient use of land.

Earth is still divided among nation-states, though all are affiliated beneath the overarching banner of the Systems Alliance. While every human enjoys longer and better life then ever, the gap between rich and poor widens daily. Advanced nations have eliminated most genetic disease and pollution. Less fortunate regions have not progressed beyond 20th century technology, and are often smog-choked, overpopulated slums.

Sea levels have risen two meters in the last 200 years, and violent weather is common due to environmental damage inflicted during the late 21st century. The past few decades, however, have seen significant improvement due to recent technological advances.

Thessia



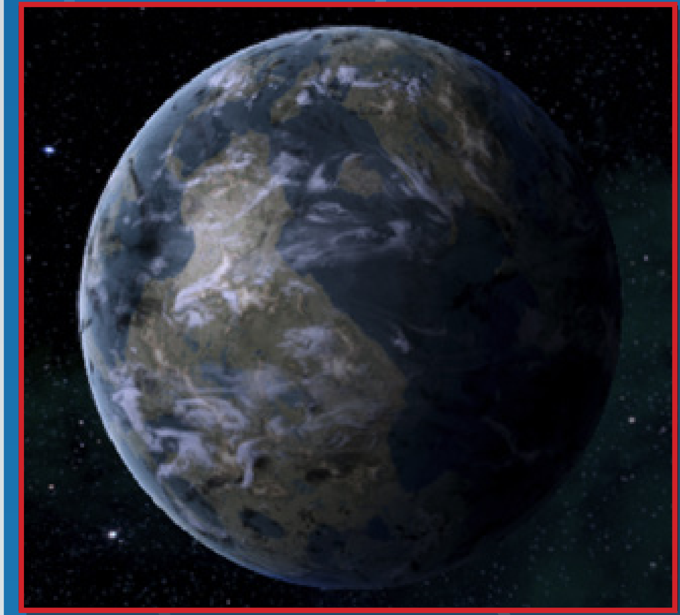
The asari homeworld has been called the "crown jewel of the galaxy," the "apex of democracy," and the "beating heart of galactic love." Its republics have a remarkably low incidence of war, disease, violent crime or famine, riding a stable economy backed by wealthy colonies and Thessia's vast element zero reserves. Traces of eezo in the water and soil are so common that most life on Thessia has adapted to its presence.

The asari homeworld, Thessia, is the core of the largest economy in the Milky Way. The planet's reserves of element zero are so vast that they affect its price galaxy-wide. Because life on Thessia evolved in an eezo-rich environment, the world is home to a wealth of both biotically active and eezo-resistant species. Travel to the planet is strictly controlled, but smuggling remains an issue.

Thessia is host to varying republics instead of a single government and, although each maintains a formidable military, it is notable for having long been free of internal or external wars. The asari are renowned for their cultural and political dominance, and they excel in ambassadorial ventures. They have a strong presence in Citadel politics and galactic policy.

- Orbital Distance: 0.94 AU
- Orbital Period: 0.9 Earth Years
- Keplerian Ratio: 1.025
- Radius: 5,940 km
- Day Length: 27.6 Earth Hours
- Atm. Pressure: 0.96 atm
- Surface Temp: 25 °C
- Surface Gravity: 1.1 g
- Mass: 0.947 Earth Masses
- Satellites: None
- Population: 5.5 billion
- Population: (Orbital Stations) 33,000

Sur'Kesh



The salarian homeworld has been likened to the jungles of Earth: pretty to look at, teeming with life, uncomfortable to live in and dangerous to the unwary. The technophilic salarians had significant pollution and waste problems early in the development of their society. They also embraced social solutions just as quickly, and through complex breeding rules, Sur'Kesh now maintains a crowded but sustainable population. The planet tends to be wetter than Earth, and salarian cities spare no expense to collect and provide fresh water, as one might expect from an amphibious species.

Alternating between large oceans and landmasses covered in flora, the salarian homeworld, Sur'Kesh, is known for its humid climate and lush vegetation. As with the rainforests that once covered Earth, the planet's many forests enjoy a rich biodiversity. The salarian desire for intellectual stimulation drove them long ago to explore every aspect of their environment, developing ways to thrive without consequences detrimental to their habitat.

The areas near major cities and industrial centers are meticulously maintained, with an eye towards ensuring that sunlight penetrates to the ground level and that established paths through the jungle are kept clear for travel. Burngrass, a soil-enriching and adaptable weed native to Sur'Kesh, has become a major export because of its value for terraforming.

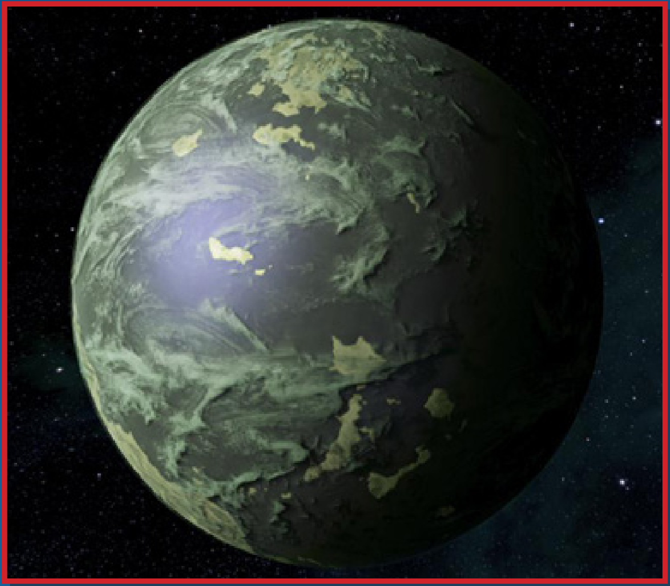
- Orbital Distance: 1.1 AU
- Orbital Period: 1.2 Earth Years
- Keplerian Ratio: 0.924
- Radius: 6,709 km
- Day Length: 21.5 Earth Hours
- Atm. Pressure: 1.42 atm
- Surface Temp: 25 °C
- Surface Gravity: 0.94 g
- Mass: 1.032 Earth Masses
- Satellites: None
- Capital: Talat
- Population: 10.3 billion
- Population (Orbital Stations): 1.1 million

Palaven

"The only thing on this planet that isn't silver are the turians. It's all too clear they're made of steel." These were Alliance hero Jon Grissom's impressions of the turian homeworld Palaven, seen by humans for the first time following the First Contact War. The turians' martial attitude permeates every aspect of Palaven society, from architecture to art to politics. It's no surprise that their homeworld was never occupied by an invading force until now.

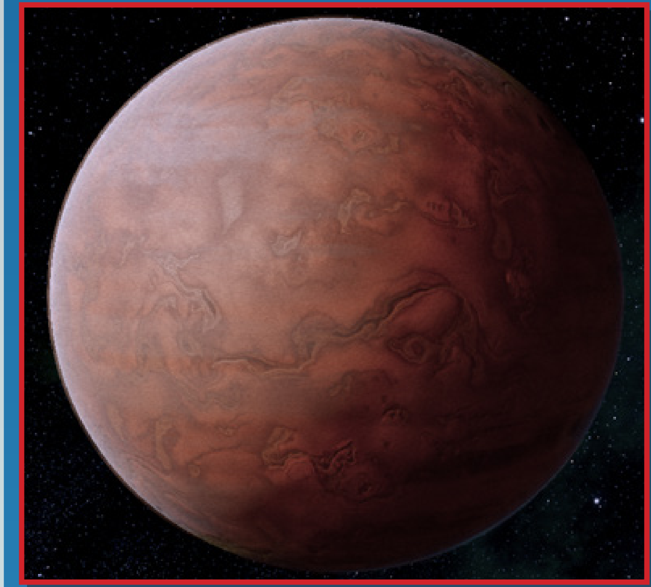
ALLIANCE TRAVEL ADVISORY: Palaven's weak magnetic field means solar radiation levels are greater than those found on other habitable worlds. Human visitors are advised to wear enviro-suits or other radiation protection when visiting Palaven.

- Orbital Distance: 1.15 AU



- Orbital Period: 1.2 Earth Years
- Keplerian Ratio: 1.056
- Radius: 8,990 km
- Day Length: 28.3 Earth Hours
- Atm. Pressure: 1.1 atm
- Surface Temp: 31 °C
- Surface Gravity: 1.14 g
- Mass: 2.248 Earth Masses
- Satellites: Menae, Nanus
- Capital Cipritine
- Population 6.1 billion
- Population (Orbital Stations) 350,000

Tuchanka



Scarred by bombardment craters, radioactive rubble, choking ash, salt flats, and alkaline seas, Tuchanka, the krogan homeworld, can barely support life. Thousands of years ago life grew in fierce abundance under the F-class star Aralakh (a Raik clan word meaning "Eye of Wrath"). Tree analogs grew in thick jungles, their roots growing out of shallow silty seas. Life fed upon life in an evolutionary crucible. This world died in nuclear firestorms after the krogan split the atom. A "little ice age" of nuclear winter killed off the remaining plant life. In recent centuries many krogan have returned to their homeworld. The reduced albedo has caused global temperatures to rise. In order to maintain livable temperatures, a vast shroud was assembled at the L1 Lagrange point. It is maintained by the CDEM which is based on orbiting battlestations.

The krogan homeworld boasts extreme temperatures, virulent diseases, and vicious, predatory fauna. Around 1900 BCE, the krogan discovered atomic power and promptly instigated many intraplanetary wars, sending Tuchanka into a nuclear winter. With most of their industrial base destroyed, the krogan entered a new dark age and warring tribal bands dominated. Populations remained low for the next 2,000 years.

First contact with the salarians, in 80 CE, made resurgence possible. Krogan brought to less hostile planets bred exponentially and returned to reconquer their home. They built vast underground shelters to shield themselves from surface radiation, which proved prescient during the Krogan Rebellions when many of them isolated themselves in a vain attempt to avoid the genophage. Convinced they could outbreed the genophage, they transmitted it into more than 90 percent of the sealed bunkers. Today, Tuchanka's population is sharply limited and while individual krogan are long-lived, the genophage ensures few replacements.

CDEM ADVISORY: Visitors to Tuchanka land at their own risk. The CDEM will not attempt to extract citizens threatened by clan warfare.

TRAVEL ADVISORY: The ecology of Tuchanka is deadly. Nearly every native species engages in some predatory behavior; even the remaining vegetation is carnivorous. Travel beyond guarded areas is strongly discouraged.

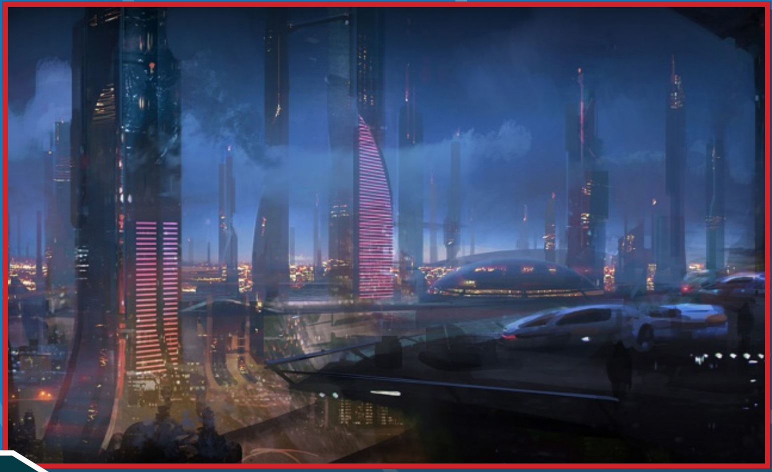
- Orbital Distance: 5.3 AU
- Orbital Period: 16.7 Earth Years
- Keplerian Ratio: 0.534
- Radius: 8,293 km
- Day Length: 21.4 Earth Hours
- Atm. Pressure: 1.1 atm

- Surface Temp: Unknown
- Surface Gravity: 1.14 g
- Mass: 1.913 Earth Masses
- Satellites: None
- Capital: Urdnot (since 2183)
- Population: 2.1 billion
- CDEM Garrison: 2,400 (in orbital battlestations)

Illium

Illium is a classic garden world developed to serve as entrepôt between the Terminus Systems and the Asari Republics. To abet this trade the normally stringent customs laws of Council space on product-safety-proscribed materials and sapient trafficking are relaxed. Officially, Illium is not an asari world; it is colonized and operated by asari corporate interests. This gives it the same legal latitude enjoyed by the human corporate research enclaves of Noveria. Illium is one of the youngest asari colonies settled during the 7th Expansion Wave. The first child born on the world is only now reaching her middle age.

Illium is hot and massive; ground settlement is only possible at the higher polar latitudes. In more equatorial locations the population is housed in arcology skyscrapers to escape the heat of the surface.



Illium is a commerce planet, and sees many new cultures and goods due to its proximity to the Terminus Systems. New visitors are advised to avoid signing anything due to the world's lax legal regulations, necessary in order to stay competitive with the Terminus Systems. As such, drugs are legal as long as they are labeled properly, and one can buy any kind of weapon, technology, or even indentured servants. At the same time, it is still an asari world and far from lawless. Very few quarians visit Illium as it does not allow the Migrant Fleet to enter the star system.

Despite the dangers of its products, Illium is renowned for glamor, luxury, and safety (provided by near-total surveillance), making it a favored tourist destination. Countless celebrities maintain palatial estates on Illium and in its capital, Nos Astra. The sole obstacle to business on Illium is its extreme bureaucracy, tolerated only for its provision of security.

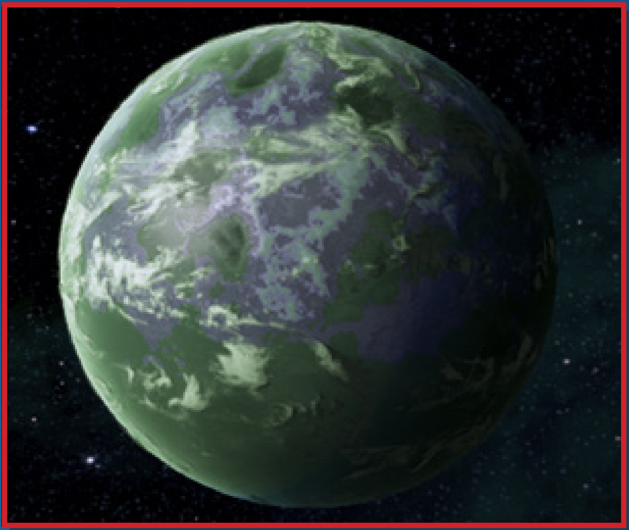
Regardless of the character of its economy, Illium's self-congratulatory media exalts its own society with the provincial arrogance of "new money", glorifying in "sexiest CEOs" and "ten richest residents" lists.

- Orbital Distance: 1.3 AU
- Orbital Period: 1.5 Earth Years
- Keplerian Ratio: 0.976
- Radius: 7,413 km
- Day Length: 25 Earth Hours
- Atm. Pressure: 1.15 atm
- Surface Temp: 63 °C
- Surface Gravity: 1.2 g
- Mass: 1.609 Earth Masses
- Satellites: None
- Capital: Nos Astra
- Population: 84,900,000 (2185), 84,950,000 (2186)
- Population (Orbital Stations): 80,500

Khar'shan

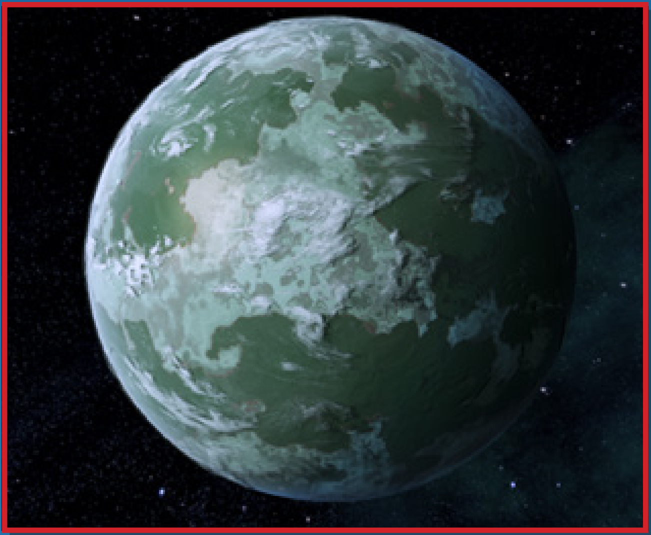
Khar'shan, the batarian homeworld, is wrapped less in mystery than in outright lies. Batarian propaganda claims the world has 15 billion inhabitants and an economy that rivals the asari. Although the legal slave trade does boost the batarians' profits somewhat, Citadel sanctions have left a paper tiger of an empire, one that fights rivals through deniable terrorist actions rather than the wars of its heyday centuries ago.

- Orbital Distance: 1.45 AU
- Orbital Period: 1.7 Earth Years
- Keplerian Ratio: 1.055
- Radius: 5,222 km
- Day Length: 18.5 Earth Hours
- Atm. Pressure: 0.62 atm



- Surface Temp: 33 °C
- Surface Gravity: 0.96 g
- Mass: 0.639 Earth Masses
- Satellites: None
- Capital: Unknown
- Population: Unknown
- Population (Orbital Stations): Unknown

Heshtok



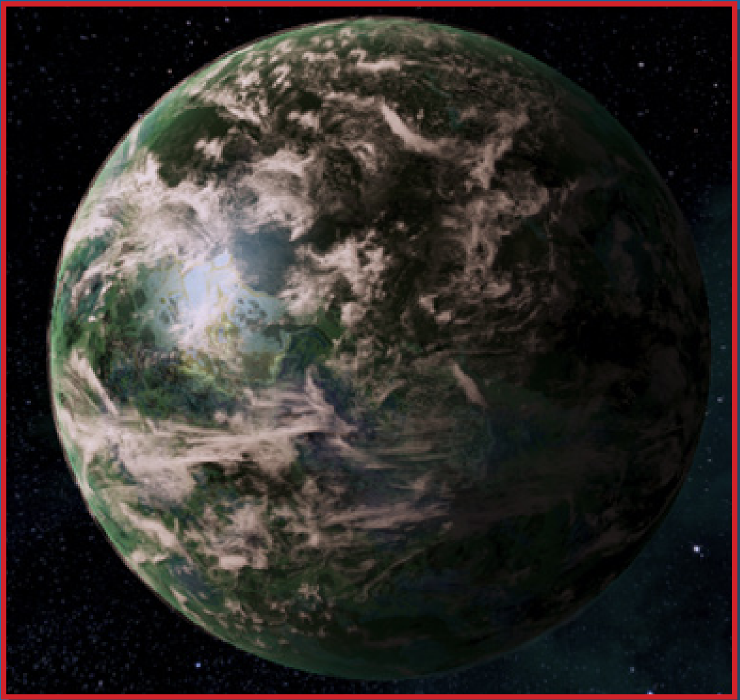
A Systems Alliance official once summarized his tour of the vorcha homeworld as follows: "You can make your own Heshtok in two steps: take hell, then add vorcha." The planet is highly volcanically active, leading to periodic releases of toxic gases into the air and water supplies, as well as other extreme situations that gave rise to the vorcha's legendary adaptability. Overcrowding and the extermination of most of their ecology led to a planet covered in weeds and hardy vermin.

The vorcha do not have a recognized single government that would allow them membership in any galactic league. Alliances between bloodlines are tenuous at best, and the vorcha's short, violent lives ensure there are few lasting institutions.

- Orbital Distance: 0.75 AU
- Orbital Period: 0.72 Earth Years
- Keplerian Ratio: 0.814
- Radius: 3,902 km
- Day Length: 44.9 Earth Hours
- Atm. Pressure: 0.27 atm
- Surface Temp: 32 °C
- Surface Gravity: 0.695 g
- Mass: 0.258 Earth Masses
- Satellites: None
- Capital: Hatash (disputed)
- Population: Lack of census data spreads estimates from 6.0-9.3 billion

Dekuuna

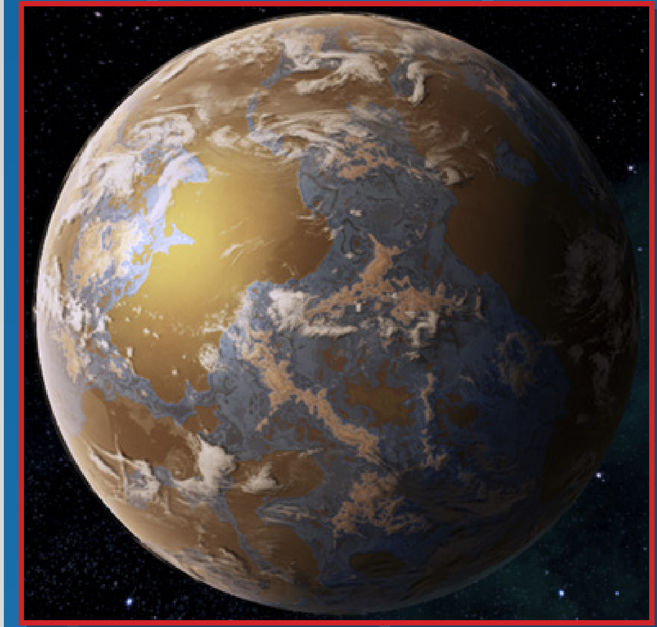
The elcor homeworld Dekuuna overflows with natural resources protected by law, from large deposits of precious metals to vast forests. The elcor themselves live in rich grasslands near the equator. The majority of Dekuuna settlements are tucked within this belt, as the conservative elcor feel little desire to build outside their comfort zone. Their twin capitals are for migrations from the wet season to the dry season, a tradition made obsolete by modern technology but still observed.



- Orbital Distance: 1.1 AU
- Orbital Period: 1.1 Earth Years
- Keplerian Ratio: 1.1
- Radius: 10,387 km
- Day Length: 68.4 Earth Hours

- Atm. Pressure: 1.02 atm
- Surface Temp: 29 °C
- Surface Gravity: 4 g
- Mass: 10.53 Earth Masses
- Satellites: Oltan
- Capital: Sereuun, Malvuon
- Population: 2.35 billion
- Population (Orbital Stations): Unknown

Irune



The volus homeworld is a high-pressure, high-gravity planet that supports an ammonia-based ecology. This rare environment means that the volus have been slow to colonize, as there are few planets that meet their habitation requirements. Most prefer to stay on Irune, working remotely via the extranet. The more adventurous don the clumsy but vital pressure suits and venture out to worlds in Citadel space to make their fortunes.

Irune is remarkable for having done away with warfare as an institution of the state. Volus culture lacks the romantic view of war found in the galaxy's more aggressive species. Physical skirmishes between groups rarely last long, and are almost always ended by social castigation, bargaining agreements, or harsh economic sanctions.

CITADEL TRAVEL ADVISORY: Irune's ammonia-based atmosphere is toxic to non-volus life-forms. Visitors to Irune must wear pressure suits at all times when traveling outside of environmentally controlled areas.

- Orbital Distance: 1.3 AU
- Orbital Period: 1.5 Earth Years
- Keplerian Ratio: 0.976
- Radius: 11,525 km
- Day Length: 36.2 Earth Hours
- Atm. Pressure: 60.65 atm
- Surface Temp: 9 °C
- Surface Gravity: 1.5 g
- Mass: 4.861 Earth Masses
- Satellites: None
- Capital: Lenos
- Population: 8.8 billion

Rannoch

Although its orange sun is only about 90% the mass of Sol and half as luminous, Rannoch is arid by Earth standards because it formed closer to its star and has slightly less ocean coverage. Photosynthetic life is concentrated around rivers and oceans, with large expanses of desert in between. The importance of plant life and shade in ancient quarian culture is evident in the translation of Rannoch's name – "walled garden."

To a starship's sensors, the most obvious feature of the quarian homeworld is the numerous heat sources in orbit. Thousands of geth space stations watch over the planet. Somewhere in this artificial swarm of constructions lurks the geth armada, waiting for its moment to counterattack

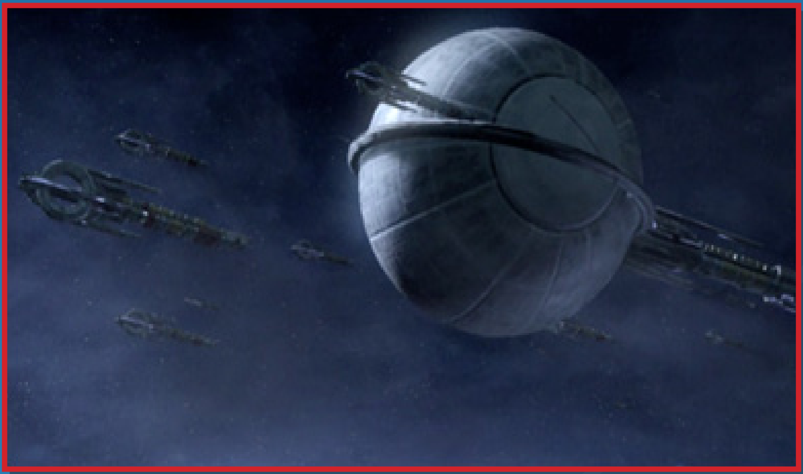
Almost three hundred years ago, the quarians were driven from Rannoch by the geth, synthetic servants who gained sapience and rebelled against their creators. Although Rannoch is now largely uninhabited, the geth have acted as caretakers, working to repair the planet's ecology, restore ancient structures, and cultivate some farmland.

Rannoch has no insect life. As a result, its pollinating plants evolved to rely on animals for propagation. This symbiosis between flora and fauna is responsible for the quarians' weakened immune systems, which made colonization of other planets extremely difficult after their exile from Rannoch. For many quarians, reclaiming their homeworld from the geth is a matter of both cultural and physiological necessity.

During the events of Mass Effect 3, the quarians return to Rannoch in an attempt to conquer the planet, but to save themselves the geth eventually ally with the Reapers preventing the quarians from winning and retreating. Depending on Commander Shepard's actions, the quarians may either be extinct, be able to return to Rannoch without the geth, or be able to create a community of peace and understanding with their former enemies.

- Orbital Distance: 0.72 AU
- Orbital Period: 0.64 Earth Years
- Keplerian Ratio: 0.911
- Radius: 6,021 km
- Day Length: 32.3 Earth Hours
- Atm. Pressure: 0.93 atm
- Surface Temp: 48 °C
- Surface Gravity: 0.89 g
- Mass: 0.787 Earth Masses
- Satellites: None

Migrant Fleet



Also known as the Flotilla, the Migrant Fleet is the massive fleet that became home to the quarians after they were driven from their home world by the geth. The Migrant Fleet consists of roughly 50.000 starships that house seventeen million quarians. The Fleet is so large it can take days for all the ships to pass through a mass relay. Some of the vessels date from the original flight from the geth three centuries ago.

The Migrant Fleet is rarely welcoming to outsiders, as any risk to the Fleet is a risk to the quarian species. Quarians rarely leave except to go on Pilgrimage; ships sometimes leave on an individual basis to pursue their own goals, on missions that can last days or years, but usually return. As Tali'Zorah nar Rayya describes her culture: "Home is a state of mind."

Depending on the events of Mass Effect 3, the Flotilla may either be destroyed or still have plenty of ships intact.

HISTORY

The Migrant Fleet is broken up into various clans, sometimes spread over several ships. Each individual ship has long been retrofitted to house as large a crew as possible. Over time the quarians thin out the vessels they can't use or are too damaged to repair, pooling the credits to buy and convert new ships. Due to the high value of ships, stealing one is a capital crime among the quarians.

Conditions aboard every vessel in the Migrant Fleet are extremely cramped. One cruiser, the Idenna, had a quarian population of nearly seven hundred, while an Alliance cruiser of comparative size would have only around eighty crewmen. Space is at a premium because of the sheer numbers of quarians living aboard the Flotilla. Captains are also keen to increase the size of their crew, as this increases their status in quarian society. Living space is therefore a priority; the cargo holds of freighters, for example, are converted into small compartments for individuals to live in, often lined with colourful fabrics to make it an individual space and reduce noise.

Quarians also serve volunteer rotations aboard the three Liveships which form the heart of the Fleet. Enormous vessels which are recognised as being incredible feats of aerospace and agricultural engineering, the Liveships provide much of the food for the quarian Migrant Fleet. If even one of these vital ships was destroyed or damaged beyond repair, millions would starve. For this reason they are positioned in the center of the Migrant Fleet and heavily defended by the quarian navy. Little more is known about the Liveships, since only quarian ships are allowed to enter the flotilla.

Everything the quarians do must help to ensure the continued survival of the Migrant Fleet. The Pilgrimage forms a large part of this, as well as being a cultural rite of passage and a safeguard against inbreeding. The Pilgrimage also gives quarians a chance to explore galactic society and appreciate their own people back on the Flotilla. Young quarians are prepared for their Pilgrimage by having lessons in life outside the Migrant Fleet, receiving gifts to help them, and being treated for immunodeficiency before they are allowed to leave.

Apart from their Pilgrimages, quarians typically spend their entire lives living shipboard and contributing to the Flotilla. In addition, quarians do not normally welcome outsiders onto the Migrant Fleet, because visitors carry an unacceptable risk of contagion; taken together, these factors mean quarians tend to be quite insular, caring little about the galaxy outside the Fleet.

POLITICS AND MILITARY POLICY

In theory the Migrant Fleet is still under martial law, meaning the captain of a ship has the final say on disputes, but in practice the quarians are quite democratic. Each ship has an elected civilian council and the captain often defers to their judgment. Overruling the council without a good reason is grounds for the captain to be removed.

Representatives from each ship serve on the Conclave, the civilian government. The Conclave makes the day-to-day decisions about Fleet business: collection of resources, the current course of the Flotilla, policing and so on. Opposition comes from a group called the Outriders' Coalition. The Conclave is overseen by the Admiralty Board, five quarians who can override the Conclave's decisions.

Once they have chosen to override the decision, the entire Admiralty Board must resign their posts or be arrested by the quarian military. This rule is in place to ensure that the Admiralty overrides the Conclave only in the most dire situations, when the Conclave is making a mistake that threatens the survival of the quarians as a species. This policy has served the quarians well. In three centuries, the Admiralty Board has only overridden the Conclave four times.

Outside the internal politics of the Migrant Fleet, the quarian navy is small, but highly aggressive due to the need to protect ships that effectively safeguard the future of their entire race. If the motives of approaching ships cannot be established, they will shoot to kill.

The quarian policy of strip-mining systems for resources, and often being hired 'under the table' for their specialised skills, replacing existing workers, makes the approach of the Migrant Fleet very unpopular. Some species will make a 'gift' of fuel, food or ships if they know the Flotilla is approaching, to discourage the quarians from entering their system.

ORGANIZATION

The thousands of ships that make up the Migrant Fleet are organized into four groups, each commanded by a different member of the Admiralty Board and each filling an integral role in the overall fleet.

Patrol Fleet

The Patrol Fleet manages navigation, internal security, and intership conflicts or crimes for the Migrant Fleet. The Patrol Fleet consists of mostly light frigates and fighters, and in times of war is assigned to guard the Heavy Fleet's flank. It and is commanded by Admiral Shala'Raan vas Tonbay.

Civilian Fleet

The Civilian Fleet consists of all of the quarians' civilian ships, the majority of the Migrant Fleet, and the liveships. It is commanded by Admiral Zaal'Koris vas Qwib Qwib.

Heavy Fleet

The Heavy Fleet is the main military force of the Migrant Fleet, comprised of all quarian vessels suited for sustained combat, including several heavy frigates and advanced fighter squadrons. It is commanded by Admiral Han'Gerrel vas Neema.

Special Projects

The Special Projects arm of the Migrant Fleet is a collection of research vessels responsible for many technical breakthroughs used by the rest of the Fleet. Special Projects is commanded by Admiral Daro'Xen vas Moreh.

Timeline

This is the timeline of the Mass Effect universe. All dates are in BCE (Before Common Era) and CE (Common Era)

Unknown BCE

The Leviathans dominate the galaxy, enthralling every new sapient race they encounter and protecting them in return for tribute. The Leviathans consider themselves the galaxy's first and only apex race.

After observing that their subservient races create synthetic races who consistently and violently rebel, the Leviathans create an Intelligence to seek a way to permanently preserve organic life. The Intelligence creates an army of pawns to gather genetic information throughout the galaxy.

The Intelligence betrays the Leviathans, using its pawns to slaughter them for their genetic material to create Harbinger, the first Reaper. Thus begins the cyclical harvest of the galaxy's intelligent organic life by the Reapers, part of a vast experiment conducted by the Intelligence to fulfill its mandate.

The Intelligence creates the mass relay network to increase the efficiency of the cycles, allowing galactic civilizations to develop faster and more consistently between harvests.

Pre-Prothean Times (1,000,000,000 BCE – 48,000 BCE)

1,000,000,000 BCE

The Leviathan of Dis, a Reaper, is killed by the Leviathans. Its corpse comes to rest on the planet Jartar and remains undisturbed for nearly one billion years.

37,000,000 BCE

An unknown spacefaring race fires a mass accelerator round at a Reaper near the planet Mnemosyne. The round penetrates the Reaper, disabling it, and continues moving through space, eventually striking the planet Klendagon and creating the geological feature there known as the Great Rift Valley.

298,000 BCE

The ancient arthenn race flourish in the Zelene system, living on the planet Helyme until being destroyed in an unknown event that wiped out all complex life on the planet. They also maintained a presence on other planets in the system including Epho, which bears the scars of an ancient orbital bombardment, and Gaelon, which may have been mined for helium-3.

125,000 BCE

Ancient spacefaring races called the thoi'han and inusannon fight over the planet Eingana, littering the planet with the debris of hundreds of starships. Refined element zero scattered by broken drive cores contaminates the environment, causing many native species to go extinct and those that survive to show a tendency to develop biotic powers.

Pre-Council Times (48,000 BCE – 500 BCE)

48,000 BCE: Rise and Fall of the Protheans

The Protheans achieve spaceflight and discover mass effect technology from the ruins of the extinct inusannon. They go on to establish a galaxy-wide civilization linked by the mass relay network with the Citadel as their capital.

The Protheans encounter a hostile race of machine intelligences that endanger their existence. To combat this threat, the Protheans aggressively assimilate many other spacefaring organic races into their empire. The Prothean Empire is able to fend off the machines in a conflict known as the "Metacon War".

The Prothean Empire collapses with the arrival of the Reapers through the Citadel. Although the Protheans had learned of the Reapers' existence from studying the ruins of previous civilizations and had begun to prepare, they were nonetheless caught off-guard. Over the next several centuries, the Protheans fight the Reapers system by system, world by world, and city by city. In the end, it is not enough. The Reapers methodically wipe out the remaining Protheans, as well as other contemporary races, and depart the galaxy to await the next cycle.

6000 BCE

Seeking to escape the imminent explosion of their sun, an alien race constructs an AI-managed starship equipped with supercomputers containing a virtual world, into which some one billion of the aliens transfer their consciousnesses. The starship begins a journey throughout the galaxy which lasts for the next 8,000 years.

1900 BCE

Tuchanka, the krogan homeworld, enters the nuclear age. In a global conflict, weapons of mass destruction are released, triggering a nuclear winter. In the resulting devastation, krogan society devolves into a collection of warring clans.

1800 BCE

A supernova propels the Mu Relay, the only point of access to the remote Pangaea Expanse, out of position. Concealed somewhere in the dense nebula formed by the supernova, the relay's position is effectively lost for centuries. Later, the rachni rediscover the relay.

580 BCE

After developing faster-than-light spacefaring capabilities based upon Prothean technology, the asari begin to explore the mass relay network, and eventually discover the huge Citadel space station at a hub of many mass relays.

520 BCE

The salarians discover the Citadel and open diplomatic relations with the asari.

Council Era - Formation
(500 BCE – 1 CE)

500 BCE: Founding of the Citadel Council

The Citadel Council is formed. The asari and salarians together colonize the Citadel and establish it as a center of the galactic community, led by the Council. This year is also known as 0 GS, the beginning of the Galactic Standard (GS) timeline.

As a gesture of openness with their new asari allies, the Salarian Union opens the records of the League of One. Under threat, the League responds by assassinating every member of the Union's inner cabinet; Special Tasks Group operatives then hunt down and eliminate the League.

First contact is made with the volus. Eventually, the Citadel Council commissions the volus to draw up the Unified Banking Act, which establishes a standard galactic currency known as the credit and links all galactic economies.

The turian Unification War occurs. The increasingly isolated and xenophobic colonies on the frontiers of turian space go to war with each other. After years of fighting, the Turian Hierarchy sweeps in and pacifies the remaining factions. Animosity between turian colonies continues for decades.

200 BCE - 1 CE

The Council grants the volus the honor of being the first non-Council species with an embassy at the Citadel, rather than a Council seat.

First contact is made with the batarians. They are granted an embassy a century later.

The asari discover the elcor home system and help the elcor locate and activate their nearest mass relay. "Within one elcor lifetime" they establish a regular trade route to the Citadel and are granted an embassy.

First contact is made with the hanar and the quarians. Both races are later granted embassies.

Council Era – War and Rebellion
(1 CE – 900 CE)

1 CE: The Rachni Wars

The rachni, a species of highly intelligent hive-minded insects, are discovered when a Citadel expedition opens a dormant mass relay leading to their star systems. The rachni prove to be hostile and begin a war with the rest of the galaxy. Negotiation with the rachni queens is impossible because they cannot be contacted in their underground nests on the toxic rachni worlds.

80 CE

The Rachni Wars continue. The salarians make first contact with and uplift the primitive krogan, manipulating them into acting as soldiers for the Citadel Council. The krogan prove able to survive the harsh environments of the rachni worlds and pursue the rachni into their nests, systematically eradicating queens and eggs.

300 CE

The rachni are declared extinct. In gratitude for their aid during the Rachni Wars, the Council rewards the krogan a new homeworld. Free of the harsh environment of Tuchanka, the krogan population explodes.

300 - 700 CE

The krogan begin to expand exponentially, colonizing many new worlds. Growing concerns about their expansion lead to the founding of the Special Tactics and Reconnaissance branch of the Citadel.

700 CE: The Krogan Rebellions

Krogan warlords leverage veterans of the Rachni Wars to annex territory from other races in Citadel space. Eventually the Council demands withdrawal from the asari colony of Lusia, but the krogan refuse. A preemptive strike is made on krogan infrastructures by the Spectres. The Krogan Rebellions begin.

The Citadel Council makes first contact with the turians around this time and persuades them to aid in the war. After the krogan respond to the initial turian offensive by devastating turian colonies with weapons of mass destruction, the turians vow to stop the krogan from ever becoming a threat again.

Sometime after the turians join the galactic community, the volus are accepted as a client race of the Turian Hierarchy.

710 CE

Realizing that the krogan will never give in as long as they can replenish their fighters, the turians unleash a salarian-engineered bio-weapon known as the genophage on the krogan. The krogan population starts its decline.

800 CE

The Krogan Rebellions end, though scattered krogan insurgent actions continue for decades. The turians fill the military and peacekeeping niche left by the decimated krogan.

The Citadel Conventions are drawn up in the wake of the conflict.

Council Era – Expansion
(900 CE – 2157 CE)

900 CE

The turians are granted a seat on the Citadel Council in recognition for their service in the Krogan Rebellions.

1400 CE

Extensive and unchecked industrial expansion on the drell homeworld Rakhana begins taking a significant toll on the planet's environment.

1600 CE

The first sightings of the Collectors are reported in the Terminus Systems. In Citadel space, the claims are dismissed as unsubstantiated rumors and tall tales.

1755 CE

Samara's three daughters are diagnosed as Ardat-Yakshi. Rila and Falere accept exile, but Morinth flees. Samara takes the oaths of the asari justicars and pursues her errant daughter for the next 430 years.

1880 CE

Aria T'Loak arrives on Omega, a space station in the Terminus Systems regarded as the region's nominal capital. Aria is hired by the station's warlord as an enforcer and quickly becomes one of his most trusted lieutenants.

1895 CE: The Geth War

The geth, machines created by the quarians as a source of cheap labor, become self-aware. Fearing a geth uprising, the quarians begin dismantling them. The geth revolt against their quarian masters. In the resulting conflict – known to the geth as the Morning War – the geth systematically drive the quarians from their own worlds. The surviving quarians are reduced to living as spacefaring nomads aboard the Migrant Fleet. Contrary to expectations, the geth do not venture outside the former quarian systems into wider Citadel space, instead isolating themselves from the rest of the galaxy behind the Perseus Veil. As punishment for creating the geth, the Citadel Council closes the quarian embassy on the Citadel.

1921 CE

The geth begin construction of a mega-structure designed to house and simultaneously run every geth program in existence. Completion of the mega-structure, which would allow the geth to maximize their collective processing capacity, is the long-term goal of geth civilization.

1961 CE

April 12: Yuri Gagarin aboard the Vostok 1 becomes the first human to travel in space. Humanity becomes a spacefaring race.

1969 CE

July 20: Apollo 11 lands on Luna. Neil Armstrong becomes the first human to walk on Luna, and the first human to walk on an astronomical object other than Earth.

1980 CE

Aria T'Loak assumes control of Omega after defeating the space station's previous warlord in single combat. She mockingly bestows the title "Patriarch" on the broken krogan, and uses him as a reminder to her enemies of her power.

2000 CE

The drell make first contact with the hanar around this time. With their homeworld Rakhana severely depleted and no spaceflight capability, the drell were poised for a massive population crash by 2025 CE. Agreeing to help, the hanar mount a large-scale rescue operation and evacuate approximately 375,000 drell to their own homeworld, Kahje, over the following decade. The remaining 11 billion drell on Rakhana gradually perish, warring over the last reserves of food and water.

2069 CE

July 20: Armstrong Outpost at Shackleton Crater is formally founded as the first human settlement on Luna, on the 100th anniversary of the first lunar landing.

2070 CE

Billionaire Victor Manswell, frustrated with the pace of official human space exploration, begins funding his own private spaceflight expedition.

2075 CE

The Manswell Expedition successfully launches from Earth en route to the Alpha Centauri system with 300 colonists aboard in cryogenic stasis. Communications with the vessel are lost soon after.

2077 CE

Liara T'Soni is born.

2103 CE

The European Space Agency's Lowell City in Eos Chasma becomes the first permanent human settlement on Mars.

2125 CE

The yahg, an intelligent pre-spaceflight race, are discovered on the planet Parnack. Ambassadors representing the Citadel Council arrive on the planet and attempt to open diplomatic contact. After the ambassadors are killed by the predatory yahg, the Council ceases all contact with the yahg and declares Parnack off-limits.

Not long after the yahg are discovered, one yahg is captured for the Shadow Broker to study. With the Broker's assistance, the yahg rapidly ascends within the Broker's organization as "Operative Kechlu". Eventually, the Broker becomes wary of "Operative Kechlu" and attempts to have him terminated, but the order is sent too late. The yahg assumes the mantle of the Shadow Broker and directs the organization for the next sixty years.

2134 CE

Steven Hackett is born.

2137 CE

David Anderson is born.

The Eldfell-Ashland Energy Corporation demonstrates helium-3 fuel extraction from the atmosphere of Saturn.

2139 CE

Saren Arterius is born.

Kahlee Sanders is born.

2143 CE

Construction of Gagarin Station (Jump Zero) begins beyond the orbit of Pluto.

2146 CE

Thane Krios is born.

2147 CE

Trace amounts of element zero are discovered on Mars.

2148 CE: Humanity Discovers Mass Effect Physics

Humanity discovers a small cache of highly advanced Prothean technology hidden deep beneath the surface of Mars on the south polar region of Promethei Planum. Building on the remnants of this long extinct race, humans quickly explore the science of mass effect fields, leading to the development of faster than light travel and beginning detailed exploration of the Sol system.

2149 CE

Following information from the translated data cache on Mars, humans discover that Charon, Pluto's moon, is actually a massive piece of dormant Prothean technology, a mass relay, encased in ice. Once activated, Jon Grissom leads the first team of explorers through the relay, which instantaneously transports them to another relay in Arcturus, 36 light-years away. The explorers discover that the mass relays are part of a vast network, making travel across the galaxy possible.

The Systems Alliance charter is signed by the eighteen largest nations on Earth. The Alliance soon becomes the military and exploratory spearhead of humanity.

2150 CE

Miranda Lawson is born.

The Systems Alliance begins the first surveys for colonization prospects outside the Sol System. One of these surveys discovers the planet Terra Nova.

2151 CE

To defend its expanding territory, humanity begins constructing a massive military fleet and space station at Arcturus, the nexus of several key mass relays, even though they have yet to encounter another intelligent spacefaring race.

An accident at Singapore International Spaceport exposes hundreds of humans to dust-form element zero. Roughly 30% of the children born in Singapore after element zero exposure suffer from cancerous growths. After his mother is exposed during the accident, Kaidan Alenko is born later that year with biotic potential.

2152 CE

The Delta Pavonis Foundation, a major consortium based on Earth, begins settlement of humanity's first extra-solar colony world, the planet Demeter. Later that year, additional colonies are founded on Eden Prime and Terra Nova.

Thane Krios is submitted for training as an assassin under the hanar.

2154 CE

April 11: Shepard is born.

There is a second publicized accident involving the exposure of humans to element zero.

2155 CE

Saren Arterius is promoted to active service in the turian military at the age of 16.

The Systems Alliance occupies completed portions of Arcturus Station, intended to become the Alliance's headquarters.

Jeff "Joker" Moreau is born.

2156 CE

Arcturus Station is formally inaugurated.

A small number of human children exposed to element zero exhibit minor telekinetic abilities.

2157 CE

Pluto's orbit becomes circularized as a result of mass relay operations.

Jacob Taylor is born.

David Anderson graduates from Officer Candidate School with the rank of Second Lieutenant.

Council Era – Advent of Humanity (2157 CE – 2183 CE)

2157 CE: The First Contact War

Humanity makes violent first contact with another spacefaring race: the turians. The turians observe human explorers attempting to activate a dormant mass relay, a practice forbidden by galactic law after the Rachni Wars, and attack. Over the next three months, a brief but tense conflict known by humans as the First Contact War and by turians as the Relay 314 Incident ensues.

The events of Mass Effect: Revelation begin. Admiral Jon Grissom travels to Arcturus Station to congratulate graduates of the Systems Alliance's N7 training program and meets David Anderson. Grissom announces that an unknown alien force has attacked an Alliance post at the colony of Shanxi.

The First Contact War culminates in the turian siege and occupation of Shanxi, the first human world to fall to an alien race. Admiral Kastanie Drescher leads the Second Fleet in battle against Shanxi's occupiers one month later, catching the turians by surprise and evicting them from the planet.

The turians prepare for a full-scale war against humanity, but this draws the attention of the Citadel Council. The Council intervenes before hostilities escalate further, revealing the existence of the greater galactic community to humanity and brokering a peace between them and the turians.

The events of Mass Effect: Evolution occur. While aiding the human resistance effort on turian-occupied Shanxi, mercenary Jack Harper becomes embroiled in a plot by turian general Desolas Arterius to use an ancient alien artifact, the Arca Monolith, to convert the turian race into an army of invincible "meta-turians". Harper convinces Desolas' brother Saren of the dangers of the Monolith, which is "devolving" the turians into mindless beings under the Monolith's control. To protect his people, Saren orders the destruction of the building holding the Monolith, Temple Palaven, with Desolas and the meta-turians inside. Later, having realized that humanity and the galaxy face dark times ahead, Harper founds the human-survivalist organization Cerberus, publishes its manifesto, and assumes the identity of the Illusive Man.

An anonymous extranet manifesto is published following the end of the First Contact War. The manifesto calls for an army, a "Cerberus", to be established to defend humanity against inevitable alien attacks. Derided as "survivalist rhetoric written by an illusive man", the manifesto is quickly forgotten by the media.

2158 CE

Humans learn the potential of biotics. An international effort to track element zero exposures begins. Roughly 10% of recorded exposed children show indications of biotic ability.

April 14: Ashley Williams is born.

2159 CE

Saren Arterius becomes the youngest turian to be inducted into the Spectres.

The Systems Alliance purchases Gagarin Station for a fraction of its construction cost, and converts the facility into a biotic research and training facility.

2160 CE

The Systems Alliance Parliament is formed.

With the existence of human biotics firmly established, the Biotic Acclimation and Temperance Training (BAaT) program is set up on Gagarin Station to train potential candidates and develop biotic implants.

The biotic drug red sand is first used.

The Blue Suns mercenary group is founded by Zaeed Massani and Vido Santiago in the Skyllian Verge.

Kasumi Goto is born.

2161 CE

Amid concerns over gene therapy and genetic modifications being misused, the Systems Alliance Parliament passes the Sudham-Wolcott Genetic Heritage Act. It imposes sharp restrictions on controversial uses of genetic engineering, but provides government subsidies for beneficial applications.

Tali'Zorah nar Rayya is born.

Jack is born.

2162 CE

Construction of Arcturus Station is completed.

A survey team working for batarian entrepreneur Edan Had'dah discovers a mysterious artifact orbiting an unnamed planet near the Perseus Veil.

2163 CE

The Alliance secretly begins illegal AI research at a base on Sidon with Dr. Shu Qian as project leader. Lt. Kahlee Sanders is assigned as a tech analyst.

The first experimental L1 biotic implants are used in humans.

A series of starship drive failures are orchestrated over populated areas on human colony worlds, causing widespread exposures to element zero. This results in a second generation of humans born with biotic potential.

The Leviathan of Dis, a genetically-engineered living starship believed to be nearly a billion years old, is discovered by a batarian survey team on the planet Jartar. The Leviathan disappears under dubious circumstances after a batarian dreadnought passes through the Dis system.

2164 CE

Ivor Johnstagg is sentenced to 21 years in prison for attempting to assassinate Venta Tox, the volus ambassador to the Citadel. Although Johnstagg claims to be acting on behalf of the radical human political party Eternal Earth, no connection is found and Johnstagg is diagnosed with paranoid schizophrenia. Backlash from the assassination attempt jeopardizes the Systems Alliance's bid for an embassy on the Citadel.

2165 CE

Humanity continues to expand, founding more colonies and establishing trade alliances with many of the other species who recognize the authority of the Citadel Council. In 2165 CE, the Council makes official recognition of humanity's growing power and influence in the galactic community. Humanity is granted an embassy on the Citadel, the political and economic heart of the galaxy. Tensions grow between humans and batarians as they compete for territory in the Skyllian Verge.

The events of Mass Effect: Revelation continue. After an Alliance research station at Sidon is attacked, David Anderson searches for those responsible alongside Kahlee Sanders, and discovers an Alliance scientist, Dr. Shu Qian, was conducting illegal AI research to unlock the secrets behind a mysterious artifact discovered near the Perseus Veil. Eventually, Anderson is assigned to work with Saren Arterius to track down Dr. Qian and his batarian supporter, Edan Had'dah. However, Saren instead kills both Dr. Qian and Had'dah, blames Anderson for the mission's failure, and uses Dr. Qian's research to search for the artifact himself.

Terrorists steal antimatter from the Alliance cruiser SSV Geneva. The sole figure arrested names his sponsor "Cerberus". This is the first such incident of sabotage connected to the Cerberus organization.

After a disagreement between Vido Santiago and Zaeed Massani over hiring batarians into the Blue Suns, Vido betrays Zaeed and leaves him for dead. All records of Zaeed's involvement in the Blue Suns are erased.

Jack is abducted by Cerberus agents on Eden Prime. They fake her death and take her to the Teltin Facility on Pragia as part of a project intended to improve biotic potential in humans.

2166 CE

Commander Vyrnnus, a turian mercenary, is hired to oversee the training of human biotics at BAaT.

2167 CE

L2 biotic implants are first developed and used in humans. Kaidan Alenko is among the first to receive the new implants.

The magazine Fornax is launched.

2168 CE

Kaidan Alenko accidentally kills Commander Vyrnnus after being provoked. The diplomatic fallout with the turians results in BAaT being shut down a year later.

Shepard receives secondary exposure to element zero. Permanent biotic inclination manifests.

2170 CE

The human colony of Mindoir is attacked by batarian slavers. Many colonists are killed or captured.

Another human colony, Yandoa, suffers catastrophic dust-form element zero exposure to its atmosphere when an Eldfell-Ashland Energy ship explodes in orbit. Many children suffer birth defects; thirty-seven biotic children are born, including Gillian Grayson.

Biotic training for humans is outsourced to the military, selected R&D companies, and renamed divisions of the defunct Conatix Industries.

L3 biotic implants are developed after L2 implants prove to be dangerous.

The first A-61 Mantis Gunships are produced.

2171 CE

In protest at the refusal of the Citadel Council to limit human expansion in the Skyllian Verge, the batarians close their embassy, withdraw into their home systems, and effectively become a rogue state.

Shepard is officially detected as a biotic and fitted with L3 implants.

Cerberus assassinates Pope Clement XVI on Earth via rosary beads coated with toxic substances; his death is attributed to age and heart failure. His successor, Pope Leo XIV, espouses beliefs more in-line with Cerberus' ideals.

2172 CE

April 11: Shepard enlists in the Alliance military.

On Gagarin Station, "Eliza" becomes the first sapient AI created in the Systems Alliance.

2173 CE

A fly-by over the world of Armeni discovers odd surface protrusions. Upon closer inspection, they are identified as elaborate crypts made by the zeioph, an extinct spacefaring race. Various human universities seek to perform excavation, but Council laws that hold burial sites as sacrosanct prevent this. An ongoing debate over the issue ensues.

Terra Firma is involved in a Nashan Stellar Dynamics kickbacks scandal, forcing Inez Simmons, the current party leader, to resign. Charles Saracino becomes the new party leader after his opponent, Claude Menneau, is assassinated by Cerberus operatives while en route to Shanxi. Publicly, Menneau's disappearance is never explained.

Kaidan Alenko enlists in the Alliance military.

2174 CE

Ashley Williams enlists in the Alliance military.

2175 CE

On a survey mission to 2175 Aeia, an important colonization prospect for the Systems Alliance, the MSV Hugo Gernsback disappears and is presumed destroyed.

Cerberus covertly contacts Michael Moser Lang, a political dissident on Earth, and provides him with funding to purchase weapons. Cerberus continues to monitor him after contact ends. One year later, Lang assassinates United North American States president Enrique Aguilar and Chinese People's Federation premier Ying Xiong. The resulting political shuffle benefits Cerberus' shell companies and plans for the Systems Alliance Parliament.

2176 CE

Batarian-funded pirates and criminals launch a surprise attack, later known as the Skyllian Blitz, on the human colony of Elysium. The assault is repulsed by the Alliance Navy and ground teams.

The Jon Grissom Academy is commissioned over Elysium, and becomes home to the Alliance's new biotic training program, the Ascension Project.

The Anhur Rebellions, a civil war waged over the practice of slavery, begin on the human and batarian colony world of Anhur and spread throughout the Amun system. Abolitionism supporters hire the Eclipse mercenary group to fight the batarian pro-slavery Na'hesit faction.

James Vega enlists in the Alliance military.

Miners at the T-GES Mineral Works facility on Mahavid uncover a Leviathan artifact. The miners are enthralled by the Leviathans for the next ten years and are used to carry out numerous experiments.

2177 CE

During a recon mission to find a missing colonial pioneer team on Akuze, a unit of fifty Alliance marines is wiped out by thresher maws.

2178 CE

In retaliation for the Skyllian Blitz, the Alliance launches a major offensive against the moon of Torfan and destroys the criminal bases there, mostly populated by batarians. The threat against human colonies from batarian extremists is curtailed.

The Alliance tracks several pirate FTL exit vectors over a period of six months using covert monitoring devices planted on Theshaca's moons, leading the Alliance Navy to eight major pirate anchorages. Since the "Theshaca Raids", no ships from the Terminus Systems have entered the Hong system.

The Anhur Rebellions end with the abolitionist forces in power, and the reconstruction of Anhur commences.

2182 CE

Admiral Kahoku of the Systems Alliance begins investigating suspected Cerberus activities.

2183 CE

Humans and turians collaborate on an engineering project co-sponsored by the Citadel Council: an experimental frigate with a prototype stealth system, the SSV Normandy. David Anderson is given command of the ship, and Commander Shepard is assigned as executive officer.

Council Era – Events of Mass Effect (2183 CE – 2186 CE)

2183 CE: The Eden Prime War

The events of Mass Effect occur. The human colony of Eden Prime is attacked by the geth, initiating a wider conflict between humans and geth known as the Eden Prime War. After exposing the involvement of rogue Spectre Saren Arterius in the attack, Commander Shepard and the crew of the SSV Normandy pursue Saren in his search for the Conduit, later revealed to be part of a larger plan orchestrated by the Reaper Sovereign to return its kind to the galaxy. While Shepard follows Saren through the legendary Mu Relay to the Conduit, Sovereign and a geth fleet assault the Citadel. Shepard defeats Saren and the Alliance Navy destroys Sovereign, preventing the release of the Reapers. The Citadel Council is irrevocably changed by Shepard's decisions.

The events of Mass Effect 2 begin. One month after the Battle of the Citadel, the SSV Normandy is attacked and destroyed by an unidentified assailant, resulting in the death of Commander Shepard. Later, the Systems Alliance officially declares Shepard "killed in action".

The events of Mass Effect: Redemption occur. Commander Shepard's body is recovered by Blue Suns mercenaries for the Shadow Broker, who has been hired by the Collectors. Cerberus eventually obtains the body with the help of Liara T'Soni and begins work on the Lazarus Project.

L4 biotic implants are developed.

The events of Mass Effect: Ascension occur. Two months after the Battle of the Citadel, galactic society is still in flux over the changes to the Council and kept unaware of the true nature of Sovereign, the Citadel, and the mass relays. Cerberus pushes ahead with plans for both the Ascension Project and the quarian Migrant Fleet, but is foiled by the actions of Kahlee Sanders and Paul Grayson. After an attack by Cerberus forces, the Migrant Fleet changes its conservative policy, sending ships away from the Flotilla to look for new homeworlds or possibly a dormant Reaper.

The events of Mass Effect Galaxy occur. Jacob Taylor and Miranda Lawson prevent an assassination attempt on the Citadel Council by batarian terrorists.

2184 CE

The Eden Prime War comes to a close. Although most geth forces in Citadel space were destroyed in the Battle of the Citadel, holdouts yet remain. The Alliance Navy reduces its patrols, relying instead on civilian ships to report any geth activity. Raids are carried out against identified geth outposts, but the conflict is essentially over.

The raloi of the planet Turvess launch their first space telescope and discover the asari cruiser Avedes in their system. The asari make first contact with the raloi, who are formally welcomed into the galactic community the following year.

The biological weapon EHE, or "exotic humanoid encephalopathy", is used by the human terrorist organization Totenkopf in an attack on Gagarin Station. The Alliance cruiser SSV Manila is deployed to monitor the asteroid Israfil, the supposed origin of the miroorganisms used to produce EHE.

The freighter MSV Estevanico is attacked by Blood Pack mercenaries and crashes into the planet Zanethu. The Alliance crew on board were among the first humans to encounter the vorcha race.

L5 biotic implants are developed.

2185 CE

The events of Mass Effect 2 continue. Commander Shepard is revived and tasked by the Illusive Man to investigate the mysterious disappearances of entire human colonies in the Terminus Systems. Investigation of the attacked colony of Freedom's Progress reveals the enigmatic Collectors from beyond the Omega 4 Relay to be responsible for the disappearances. After assembling a capable team, Commander Shepard uses a captured Reaper IFF to safely traverse the relay and infiltrate the Collector base. Shepard succeeds in eliminating the Collector threat, saving humanity throughout the galaxy from certain destruction.

February 10: A dangerously close flyby of the comet CR1331 Kingu devastates the hanar colony of Belan.

March 28: A coalition of the corporations Binary Helix, Sonax Industries, and Guanghui Solutions invades the krogan and vorcha-populated world of Garvug.

April 28: The Vallum Blast annihilates much of the capital city of the turian colony of Taetrus. In retaliation, Taetrian colonial and Turian Hierarchy troops declare war on the separatist group responsible for the attack.

August 11: The Citadel Council makes first contact with a race of virtual aliens who offer advanced technology in exchange for help maintaining the supercomputers that run their civilization.

Following a lead provided by Cerberus, Commander Shepard helps Liara T'Soni locate the Shadow Broker's concealed base on the planet Hagalaz. The Shadow Broker, exposed as a yahg, is killed. Liara takes control of the Broker's organization, intending to use the Broker's vast information network to aid Shepard's fight against the Reapers.

December 7: Biologists discover the kirik, an insect-like species with biotic capabilities, on the arid world of Ekram. After the kirik exhibit signs of intelligence, experts and officials debate whether or not the kirik should be uplifted.

2186 CE

January 12: An asari exploration team discovers a lost human colony in the Alpha Centauri system. The Systems Alliance links the colony to the forgotten Manswell Expedition of 2070 and establishes contact with the colonists.

Systems Alliance hero Jon Grissom dies. Hundreds of dignitaries attend Grissom's funeral and a memorial plaque dedicated to him is placed in the Jon Grissom Academy.

The events of Mass Effect: Retribution occur. After three years on the run, Paul Grayson is captured by Cerberus and implanted with Reaper technology. Kahlee Sanders and David Anderson attempt to rescue Grayson by persuading the Turian Hierarchy to raid several vital Cerberus installations, but are unaware Grayson's body is now under Reaper control. Once free, the Reapers learn of the Ascension Project and use Grayson to single-handedly attack Grissom Academy, where he is finally killed by Anderson and Cerberus assassin Kai Leng. In the aftermath, Anderson and Sanders decide to study Grayson's body to discover how to combat the Reapers.

Tasked by Admiral Hackett, Commander Shepard covertly infiltrates a batarian prison on Aratoht and rescues Dr. Amanda Kenson. Shepard learns from Kenson that the Reapers are en route to the Bahak system's mass relay, the Alpha Relay, from which they can invade the galaxy. Shepard uses "the Project" to destroy the relay. The entire Bahak system and its thousands of batarian inhabitants are obliterated, but the Reaper invasion is delayed.

The events of Mass Effect: Inquisition occur. Councilor Udina asks Captain Bailey to investigate Executor Pallin, claiming that C-Sec has been compromised and is working against the Citadel Council. The investigation results in Pallin's death and Bailey's promotion to the rank of Commander, but Bailey is left with reservations about Pallin's guilt.

The events of Mass Effect: Deception occur. Gillian Grayson seeks revenge against Cerberus and the Illusive Man for the death of her father. With the help of a faction of biotic supremacists, she captures Cerberus assassin Kai Leng to lure the Illusive Man out of hiding by holding Leng for ransom. Her plan fails, however, and Leng kills her and escapes.

The events of Mass Effect: Conviction occur. Admiral Anderson travels to Omega to recruit Alliance marine James Vega to guard Commander Shepard as the Commander is taken to trial for the destruction of the Bahak system.

The events of Mass Effect: Invasion occur. Aria T'Loak defends Omega from Adjutants unleashed by Cerberus. The Adjutants distract Aria from Cerberus's true plan: to conquer Omega and maintain exclusive access to the Omega 4 Relay. Aria realizes this and unites the disparate gangs and mercenaries of the station to repel the Cerberus invaders, but is outsmarted by Cerberus's General Oleg Petrovsky. When he threatens to destroy Omega, Aria accepts exile and Cerberus takes control of the station.

The events of Mass Effect 3 occur. Six months after the destruction of the Alpha Relay, the Reapers invade the galaxy through batarian space and attack Earth. Commander Shepard escapes and discovers a Prothean superweapon design on Mars that could end the Reapers' threat once and for all. To build this weapon and take back Earth, Commander Shepard and allies embark on a journey to unite the various races in the midst of a galaxy-wide war. During the final confrontation with the Reapers over Earth, the Commander makes a decision that changes the galaxy forever.

Humanity's Timeline

All dates here follow the CE (Common Era) designation, though they match exactly the A.D. chronology.

2069 - Armstrong Outpost at Shackleton Crater becomes the first human settlement on Luna. It is formally founded on July 24, the 100th anniversary of the first lunar landing.

2103 - Lowell City in Eos Chasma becomes the first human settlement on Mars.

2137 - Eldfell-Ashland Energy Corporation demonstrates helium-3 fuel extraction from the atmosphere of Saturn.

2142 - Construction of Gagarin Station (Jump Zero) begins beyond the orbit of Pluto.

2148 - Prospectors discover the Prothean ruins at Promethei Planum on Mars.

2149 - Translation of Prothean data leads humans to the Charon mass relay. Systems Alliance founded to coordinate exploration and colonization of extra-solar worlds.

2151 - A shipping accident at Singapore International Spaceport exposes downwind communities to containers of dust-form element zero. Alliance begins construction of Arcturus Station.

2152 - Roughly 30% of the children born in Singapore after element zero exposure suffer from cancerous growths. Systems Alliance begins settlement of Earth's first extra-solar colony world, the planet Demeter.

2154 - Commander Shepard born.

2155 - Systems Alliance occupies completed portions of Arcturus Station as a headquarters.

2156 - Some children of Singapore exhibit minor telekinetic abilities.

2157 - Turians encounter human explorers; First Contact War. Occupation and liberation of the human colony of Shanxi.

2158 - Humans learn potential of biotics. An international effort to track element zero exposures begin. Roughly 10% of exposed children show some sign of biotic ability.

2160 - Systems Alliance Parliament formed.

2165 - Humans establish embassy on Citadel.

2170 - Batarian slavers attack the Alliance colony Mindoir.

2176 - Skyllian Blitz- Pirates and slavers attacked Elysium, the human capital in the Skyllian Verge.

2177 - Thresher maws devour the Alliance colony of Akuze.

2178 - In retaliation for the Skyllian Blitz, an Alliance fleet wipes out an army of slavers on the moon of Torfan.

2183 - Geth led by rogue Spectre Saren Arterius attack the Citadel, ensuing in a battle that cost thousands of lives. A few weeks later, the SSV Normandy is ambushed and destroyed. Commander Shepard is presumed dead.

2185 - An alien race known as the Collectors abducts thousands of human colonists in the Terminus Systems. Commander Shepard leads a team beyond the Omega 4 Relay to attack the Collectors where they live, stopping the abductors.

2186 – The Reapers invade, and the war culminates with the discovery of the Catalyst and the Crucible firing.

Chapter 13

Appendix

This last section covers all effects, conditions and other additional game rules not covered in other sections.

Special Abilities

This section of the Appendix chapter covers special abilities not yet described or further descriptions of some special abilities presented before.

Bleeding Wound

Some powerful attacks leave bleeding wounds. These are nasty injuries that bleed so much the character feels the effects of losing blood.

A creature that with a bleeding wound takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a Heal check DC 15 or through the application of any ability or items that cures hit point damage (even if the bleeding wound also deals ability damage). Bleeding wounds stack with each other.

Nightvision

Nightvision is the ability to see with no light source at all, out to a range specified for the creature.

Nightvision is either black and white only or green-colored (other colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise – invisible objects are still invisible.

The presence of light does not spoil nightvision. If a character has darkvision with a 60-foot range, and he stands within a 20-foot radius of light, the character can see normally in the light, and 40 feet beyond the light because of his nightvision. If nightvision is provided by an item or cybernetic, it has the same effect since the equipment providing it alters the nightvision effect depending on the illumination present.

Fear

Certain events can affect characters with fear (mostly determined by the GM or by Morale). In those cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked (if no DC is present, GM determines the DC).

Shaken: Characters who are shaken take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

Becoming Even More Fearful: Fear effects are cumulative. A shaken character that is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character that is made shaken or frightened becomes panicked instead.

Invisibility

The ability to move about unseen is wonderful, but it's not foolproof. While they can't be seen, invisible creatures can be heard, smelled, or felt. Invisibility is hard to gain. The Tactical Cloak power allows a character to become invisible for a short duration. Failing that, only extremely expensive items can do so.

Invisibility makes a creature undetectable by vision, including nightvision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from sneak attacks.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. It is very hard to pinpoint the location of an invisible creature (the creature gains a +40 bonus on Hide if it is standing still or a +20 bonus if it is moving) and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance). The *Tactical Cloak* power, however, only provides a fixed +10 bonus since it is not perfect invisibility and leaves translucent lines detailing the character that are easier to spot.

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature's location.

Listen Check DCs to Detect Invisible Creatures

Invisible Creature Is ...	DC
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check -5
Running or charging	Move Silently check -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using one action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (50% miss chance). At GM's option, a particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour, dust or sand to at least keep track of its position (until the flour, dust or sand fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability (see below) can detect an invisible creature as it would a visible one.

An invisible character can be detected if he displays a light (through a flashlight for example) or is using a power that has a visible and physical manifestation, but retains the concealment benefit of his invisibility. However, if the invisible creature is on fire, his location is not only pinpointed, it completely loses the benefit of its concealment (due to invisibility) but remains immune to the extra bonus from the Sneak Attack feat.

Invisibility affects only senses that rely on sight (eyes and optic sensors). Radar, and other forms of detection can still detect an invisible character, so it is helpful to be able to hide even when invisible.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Thus, if a group of explorers passes down a dark passage with a flashlight illuminating a 20-foot radius, a creature with low-light vision can see everything within 40 feet of the torch. Low-light vision is color vision.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Paralysis

Some rare effects and powers have the ability to paralyze their victims, immobilizing them.

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot helpless. He may take purely mental actions, such as thinking. Other creatures can move them, however, unless the paralyzes results from a form of stasis which completely prevents the paralyzed creature from moving at all.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Regeneration

A creature with regeneration has the ability to regain hit points at an exceptional rate. Except for what is noted here, regeneration is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first at the same rate.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Regeneration does not restore Plating HP or Shield HP.

Regeneration does not alter conditions that do not deal damage in hit points, such as poisoning.

Regeneration never increases more than the total HP.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent requires 1 action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track.

The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat.

Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air breathing creatures.

Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Tremorsense

A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range.

If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including interacting with their omni-tools, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Conditions

This section presents descriptions of all conditions creatures and objects can be affected by. If more than one condition affects a single character but if they cannot combine (such as by applying the same type of penalty or bonus) then use the most severe.

Blinded: A blinded creature can't see. It takes a –2 penalty to Defense, is denied its Dexterity bonus to Defense, moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) fail. All opponents are considered to have total concealment against the blinded creature. A blinded creature pinpoints targets and deals damage to them as if those targets were invisible. Blinded creatures are immune attacks and abilities that require the target to be able to see in order to be affected.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. Each round a creature on the ground is blown away, it is knocked down and rolls 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. In each round when a flying creature is blown away, it is blown back 2d6×10 feet and takes 2d6 points of nonlethal damage due to battering and buffeting.

Checked: A checked creature is prevented from achieving forward motion by an applied force, such as wind. Checked creatures that are on the ground merely stop. Checked creatures that are flying move back a distance specified in the description of the effect.

Confused: In certain occasions, the GM may determine that a creature becomes confused (for example, due to a strong head concussion). A confused creature's activities are determined by rolling d% at the beginning of its turn:

d%	Behavior
01 – 20	Act normally.
21 – 50	Do nothing but babble incoherently.
51 – 70	Flee away from caster at top possible speed.
71 – 100	Attack nearest creature

A confused creature that can't carry out the indicated activity does nothing but babble incoherently.

Attackers gain no special advantage when attacking a confused creature. Any confused creature that is attacked always retaliates against its attackers on its next turn, as long as it's still confused when its turn comes. A confused creature doesn't make AoO against any creature that it isn't already devoted to attacking either because of its most recent attack or because it has just been attacked.

Cowering: A cowering creature is frozen in fear or awe, unable to take actions. It takes a –2 penalty to AC and loses its Dexterity bonus (in all applications).

Dazed: A dazed creature is unable to act normally. It can take no actions but has no penalty to AC. A dazed condition typically lasts for 1 round.

Dazzled: A dazzled creature is unable to see well because of overstimulation of the eyes. This usually occurs when the creature moves from a dark area (or an area in near darkness) into an area with a strong illumination, such as day light (example: existing a dark tunnel that leads to the surface where the sun shines brightly). In those circumstances, the creature takes a –1 penalty on attack rolls, Search checks, and Spot checks for 1 to 3 rounds (GM's choice).

Dead: See Injury and Death.

Deafened: A deafened creature can't hear. It takes a –4 penalty on initiative checks, automatically fails Listen checks.

Dehydrated: Creatures that have taken nonlethal damage from lack of water are considered dehydrated and become fatigued. In addition, if a dehydrated creature would take nonlethal damage from hot conditions, that damage instead becomes lethal damage.

Disabled: See Injury and Death.

Dying: See Injury and Death.

Entangled: When a character finds himself with ropes, wires or even natural overgrown and vines hampering his movement, he is considered entangled. Being entangled impedes movement, but doesn't entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, can't run or charge, and takes a –2 penalty on attack rolls and a –4 penalty to Dexterity.

Exhausted: An exhausted creature can neither run nor charge, and it takes a –6 penalty to Strength and Dexterity. It can move at only half speed. After 1 hour of complete rest, an exhausted creature becomes fatigued.

An Exhausted character has its maximum Biotic and Tech point pools reduced by 60% (rounded down). The maximum number of Combat Power uses the character has is also reduced by 2 (to a minimum of 0 uses).

Once a character is no longer Exhausted, his maximum Biotic and Tech points pool is restored to normal and the character no longer suffers the maximum number of Combat Power uses reduction.

However, when healing the Exhausted condition the character is usually left with the Fatigued condition. If that is the case, the penalties of that condition apply.

The penalties from the Exhausted condition replace those of the Fatigued condition.

Fatigued: A fatigued creature can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes a fatigued creature to become exhausted. After 8 hours of complete rest, a fatigued creature is no longer fatigued.

Flat-Footed: A creature that is unable to take an action during the surprise round is flat-footed, not yet able to react normally to the situation. A flat-footed creature is denied its Dexterity bonus to Defense and can't make attacks of opportunity.

A Fatigued character has its maximum Biotic and Tech point pools reduced by 30% (rounded down). The maximum number of Combat Power uses the character has is also reduced by 1 (to a minimum of 1 use).

Once a character is no longer Fatigued, his maximum Biotic and Tech points pool is restored to normal and the character no longer suffers the maximum number of Combat Power uses reduction.

Frightened: See Fear in the Special Abilities of the Appendix chapter.

Frozen: While frozen the target is immune to all cold damage but takes 50% more damage from fire damage (if the effect that froze the character already applies a specific vulnerability to fire damage, use that instead). The character is also considered helpless, see below, (a coup-de-grace shatters the target, killing it and destroying its items).

Grappling or being grappled: See Grapple maneuver.

Helpless: A helpless creature is paralyzed, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. It is treated as having a Dexterity of 0 (–5 modifier) and takes a –4 penalty to Defense against melee attacks. A helpless creature is subject to attacks that rely on a target's being denied its Dexterity bonus to Defense. As a full-round action, an enemy can use a melee weapon to deliver a coup-de-grace to a helpless target. Helpless characters cannot make Reflex saves.

Immobilized: An immobilized creature can't move out of the space it was in when it became immobilized. It otherwise functions normally unless it's flying, in which case if falls down normally.

Invisible: See Special Abilities of the Appendix Chapter.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Nauseated: A nauseated creature is experiencing overwhelming physical discomfort. Nauseated creatures are unable to attack, use powers, concentrate on certain tasks, or do anything else requiring attention. The only action such a creature can take on its turn is a single normal action. This condition affects only organic creatures that are not of the reaper kind.

Panicked: See Special Abilities of the Appendix Chapter.

Paralyzed: A paralyzed creature is frozen in place and helpless. Such a creature has effective Dexterity and Strength scores of 0, but it can still undertake purely mental activities.

A winged creature flying in the air at the time that it becomes paralyzed can't flap its wings and falls. A paralyzed swimmer can't swim and might drown. Paralyzed characters cannot make Reflex saves.

Pinned: A pinned creature is held stationary (but not helpless) for 1 round. It can't take any actions the pinning creature doesn't allow, even speaking. A pinned creature takes a –4 penalty to Defense against opponents other than the pinning creature. It can't move, so its Dexterity is considered to be 0 for the purpose of determining AC (–5 modifier). It is also subject to attacks, such as sneak attacks, that rely on a defender's being denied its Dexterity bonus to Defense.

Prone: A prone creature is lying flat on the ground. Any creature, even a limbless one such as a snake, that can flatten itself on the ground can choose to be prone, even if it can't reasonably be tripped or knocked down. An attacker that is prone takes a –4 penalty on melee attack rolls. A defender that is prone gains a +4 bonus to Defense against ranged attacks, but takes a –4 penalty to Defense against melee attacks.

Standing up from a prone position always provoke aAoO even if the one standing up doesn't make any other action.

While prone, creatures have their speed reduced to 5 ft (if their normal speed is less than 5 ft, use that instead). Prone creatures cannot take 5-ft steps.

Shaken: See Special Abilities of the Appendix Chapter.

Sickened: A sickened creature is experiencing physical discomfort. The creature takes a –2 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks. This condition affects only living creatures (any not of the construct, deathless, or undead types).

Sleeping: A sleeping character is also helpless. A sleeping character has the DC of all his Listen checks increased by 10. Additionally, he takes a -5 penalty to any Will save it makes. Forcing a Fort save has a 25% chance of waking the character.

Sleeping characters cannot make Reflex saves.

Stable: See Injury and Death.

Staggered: A staggered creature is one whose nonlethal damage exactly equals its current hit points. A staggered creature can take a single normal action each round. A creature whose nonlethal damage exceeds its current hit points becomes unconscious.

Stunned: A stunned creature drops everything it was holding, can't take actions, takes a –2 penalty to Defense, and is denied its Dexterity bonus to Defense. Stunned characters cannot make Reflex saves.

Unconscious: An unconscious creature is knocked out and helpless. It also imposes take a -5 penalty to Will save.

An unconscious character can be awaken by any adjacent creature that spends 2 actions trying to awaken him. These actions provoke AoO.

Alterinatively, an unconscious character with HP higher than 0 and with more HP than the amount of non-lethal damage he might have will automaticall awaken if he takes damage to his normal HP (the damage cannot be such that will put him dying or with less HP than non-lethal damage, in which case he remains unconscious).

An unconscious character can awaken by himself, depending on his conditions (see Injury and Death).

The Shield HP of an unconscious character can regenerate normally.

Glossary

5-foot step: A small position adjustment that does not count as an action. Usually (but not always), a 5-foot step is permitted at any point in the round (such as before or after a full-round action and even between attacks). You can't take a 5-foot step in the same round that you move any distance. You can't take a 5-foot step if your movement is hampered, such as into a square of difficult terrain, in darkness, or when blinded. Taking a 5-foot step avoids AoO from any opponent that threatens you.

Ability: One of the six basic character qualities: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). See Ability Scores.

Ability check: A check of 1d20 + the appropriate ability modifier.

Ability damage: A temporary loss of 1 or more ability score points. See Ability Scores.

Ability drain: A permanent loss of 1 or more ability score points. See Ability Scores.

Ability modifier: The bonus or penalty associated with a particular ability score. Ability modifiers apply to rolls for character actions involving the corresponding abilities.

Ability score: The numeric rating of one of the six character abilities (see Ability Scores). Some creatures lack certain ability scores; others cannot be rated in particular abilities.

Action: A character activity. Actions are divided into the following categories, according to the time required to perform them (from most time required to least): full round actions, normal actions and free actions.

Adjacent: In a square that shares a border or a corner with a designated square. Each square is adjacent to eight other squares on the board.

Ally: A creature friendly to you. In most cases, references to "allies" include yourself.

Ammo powers: The ability some creatures possess to apply different effects to the ammunition of their firearms. Ammo powers are gained through Biotic Specializations, Combat Specializations and/or Tech Specializations.

Attack: Any of numerous actions intended to harm, disable, or neutralize an opponent. The outcome of an attack is determined by an attack roll.

Attack of Opportunity (AoO): A single extra melee attack per round that a combatant can make when an opponent within reach takes an action that provokes attacks of opportunity. See Attacks of Opportunity.

Attack roll: A roll to determine whether an attack hits. To make an attack roll, roll 1d20 and add the appropriate modifiers for the attack type. The attack hits if the result is at least as high as the target's AC.

Automatic hit: An attack that hits regardless of target Defense. Automatic hits usually occur on an attack roll of natural 20. A natural 20 attack roll is also a critical threat – a possible critical hit.

Automatic miss: An attack that misses regardless of target Defense. Automatic misses occur on an attack roll of natural 1. See Critical Hits and Critical Failures.

Base attack bonus (BAB): An attack roll bonus derived from character class and level. See Classes.

Base land speed: The speed a character can move while unarmored. Base land speed is derived from character race.

Base save bonus: A saving throw modifier derived from character class and level. See Classes.

Battle grid: A play surface marked off in 1-inch squares, which is used to keep track of the locations of creatures and characters (represented by miniatures figures) during combat and other tactical situations.

Biotic maintenance: Number of biotic points that are removed, from a character's biotic point pool, while a specific biotic power is active. These points can only be recovered if the power in question is no longer active.

Biotic points: A number that represents the character's ability to use biotic powers. Biotic points are gained through class features or feats. When a biotic power is used, a certain amount of biotic points are spent.

Biotic powers: The ability some creatures possess to manipulate mass-effect fields and cause certain effects. Biotic powers are gained through Biotic Specializations.

Biotic specializations: The character's ability to improve his expertise, or develop new ones, on a specific biotic power.

Blind: Unable to see. See Conditions.

Bleeding: Whenever a creature takes bleeding damage, it loses a specific number of normal HP at the beginning of each of the creature's actions. The amount of HP it loses equals the number after the word Bleeding. This damage stops occurring whenever the creature is healed even one single HP.

Bleeding effect: Same thing as normal Bleeding.

Bonus: Bonuses are numerical values that are added to checks and statistical scores. Most bonuses have a type, and as a general rule, bonuses of the same type are not cumulative (do not "stack") – only the greater bonus granted applies. Bonuses without a type stack.

Character: A fictional individual within the confines of a a game setting. The words "character" and "creature" are often used synonymously within these rules, since almost any creature could be a character within the game, and every character is a creature (as opposed to an object).

Character class: Class defines a character's predominant talents and general function within the party.

Character level: A character's total level.

Character level check (or just level check): A roll 1d20 + the character's class levels.

Check: A method of determining the result when a character attempts an action (other than an attack or a saving throw) that has a chance of failure. Checks are based on a relevant character ability, skill, or other characteristic. The specific name of the check usually corresponds to the skill or ability used. To make a check, roll 1d20 and add any relevant modifiers. If this check result equals or exceeds the Difficulty Class number assigned by the GM (or the opponent's check, if the action is opposed) the check succeeds.

Chilled: A creature that is chilled is partially frozen and has its movement hampered.

Class feature: Any special characteristic derived from a character class.

Class Level: A character's level in a single class.

Class skill: A skill to which characters of a particular class have easier access than characters of other classes. Characters may buy class skills at a rate of 1 rank per skill point, as opposed to 1/2 rank per skill point for cross-class skills. The maximum rank for a class skill is 3 + character's level.

Climb (type of movement): A creature with the Climb type of movement (such as a Geth Hopper) can move along walls as if they were normal ground. Those creatures gain a +8 bonus on all Climb checks and can make Climb checks even if they normally couldn't (such as when being threatened).

Colossal: A Colossal creature is typically 64 ft or more in height or length and weighs 250,000 lbs or more.

Combat powers: The ability some creatures possess to use certain combat-oriented techniques and improvements. Combat powers are gained through Combat Specializations.

Combat specializations: The character's ability to improve his expertise, or develop new ones, on a specific combat power.

Concealment: Something that prevents an attacker from clearly seeing his or her target. Concealment creates a chance that an otherwise successful attack misses (a miss chance).

Confused: Befuddled and unable to determine a course of action. See Conditions.

Continuous damage: Damage from a single attack that continues to deal damage every round without the need for additional attack rolls.

Coup de grace: A full-round action that allows an attacker to attempt a killing blow against a helpless opponent. See Combat Modifiers.

Cover: Any barrier between an attacker and defender. See Cover and Line of Effect.

Creature: A living or otherwise active being, not an object. The terms "creature" and "character" are sometimes used interchangeably.

Creature type: One of several broad categories of creatures.

Credit: The currency unit used.

Critical hit (crit): A hit that strikes a vital area and therefore deals extra damage. See Critical Hits and Critical Failures.

Critical threat: A possible critical hit.

Critical threat range: All natural die roll results that constitute in a threat when rolled for an attack roll. For most weapons, the threat range is 20, but some weapons have threat ranges of 19–20. Certain features may also increase the critical threat range.

Cross-class (cc) skill: A skill that is not a class skill for a character. Characters may buy cross-class skills at the rate of a half rank per skill point, as opposed to 1 rank per skill point for class skills. The most ranks a character can have in a cross-class skill is one-half of the class skill maximum (3 + character's level), rounded neither up nor down.

Current hit points: A character's hit points at a given moment in the game. Current hit points go down when the character takes damage and go back up upon recovery.

Damage: A decrease in hit points, an ability score, or other aspects of a character caused by an injury, illness, or special effect. The three main categories of damage are lethal damage, nonlethal damage, and ability damage. In addition, wherever it is relevant, the type of damage an attack deals is specified, since some features may grant resistance or immunity to certain types of damage. Damage points are deducted from whatever character attribute has been harmed – lethal and nonlethal damage from current hit points, and ability damage from the relevant ability score). Damage heals naturally over time, but can also be negated wholly or partially by special features and items like medi-gel.

Damage reduction (DR): Creatures that are resistant to harm typically have damage reduction. This amount is subtracted from any damage dealt to them from a physical source. DR is specific to a certain type of HP (Shield HP, Plating HP or normal HP) and so it applies only when the creature's specific HP pool is being damage. That is, if a creature has DR 5 for normal HP (provided by an armor, for example), this DR applies only after the creature has lost its Shield HP and/or Plating HP (if any). Damage that continues to be dealt to the next layer of protection (such as the one dealt by the power *Flare*) is only subjected to the highest DR of all layers affected (Shield HP DR, Plating HP DR or normal HP DR)

Dazed: Unable to act normally. See Conditions.

Dazzled: Unable to see well because of overstimulation of the eyes. See Conditions.

Dead: A character dies when his or her hit points drop to a negative number equal to their Constitution score or lower. Certain effects can also kill a character outright.

Deafened: Unable to hear. See Conditions.

Deal damage: Cause damage to a target with a successful attack. How much damage is dealt is usually expressed in terms of dice (for example, 2d6+4) and may have a situational modifier as well. However, damage dealt by a weapon or power does not necessarily equal damage taken by the target, because the target may have special defenses that negate some or all of the damage, such as Damage Reduction.

Defense: A number representing a creature's ability to avoid being hit in combat. An opponent's attack roll must equal or exceed the target creature's Defense to hit it.

Difficult terrain: An area containing one or more features (such as rubble or undergrowth) that costs 2 squares instead of 1 square to move through.

Difficulty Class (DC): The target number that a player must meet or beat for a check or saving throw to succeed. Difficulty Classes other than those given in specific power or item descriptions are set by the GM using the skill rules as a guideline.

Diminutive: A Diminutive creature is typically between 6 inches and 1 ft in height or length and weighs between 1/8 lb and 1 lb.

Disabled: At exactly 0 current hit points, or in negative hit points but stable and conscious. See Injury and Death.

Dying: Unconscious and near death. See Injury and Death.

End of round: The point in a combat round when all the participants have completed all their allowed actions. End of round occurs when no one else involved in the combat has an action pending for that round.

Enemy: A creature unfriendly to you.

Energy damage: Some effects may deal a different type of damage, such as fire damage or electric damage. These special types of damage work like normal damage but certain circumstances may mitigate or even negate them, depending on the GM (for example, the GM may determine that effects that deal fire damage do not work properly in a rainy environment).

Engaged: Threatening or being threatened by an enemy. (Unconscious, or otherwise immobilized characters are not considered engaged unless they are actually being attacked.)

Entangled: Ensnared. See Conditions.

Exhausted: Tired to the point of significant impairment. See Conditions.

Experience points (XP): A numerical measure of a character's personal achievement and advancement. Characters earn experience points by defeating opponents and by overcoming challenges. At the end of each adventure, the GM assigns experience to the characters based on what they have accomplished. Characters continue to accumulate experience points throughout their lives, gaining new levels in their character classes at certain experience totals.

Explosive Containers: A reference to any container the GM might add that can explode if it suffers a violent interaction from a character or the environment (such as the container being shot, being shaken, being thrown, colliding with an object or character, etc). The GM decides how much damage such container does (usually ranges between 2d6 to 8d6, in an area of 5-ft radius to 20-ft radius). Certain powers may cause those containers to blow dealing even more damage.

Failure: An unsuccessful result on a check, saving throw, or other determination involving a die roll.

Fatigued: Tired to the point of impairment. See Conditions.

Fear effect: Any effect that causes the victim to become shaken, frightened, or panicked, or to suffer from some other fear-based effect defined in the description of the specific feature or item in question. See Special Abilities.

Fine: A Fine creature is typically 6 inches or less in height or length and weighs 1/8 lb or less.

Flank: To be directly on the other side of a character who is being threatened by another character. A flanking attacker gains a +2 flanking bonus on attack rolls against the defender.

Flat-footed: Especially vulnerable to attacks when caught surprised. A flat-footed creature loses its Dexterity bonus to Defense (if any) and cannot make attacks of opportunity. If your Dexterity bonus to Defense is negative (from having a Dexterity score below 10), you are still considered to have your Dexterity bonus to Defense denied but you still add that negative number to your flat-footed Defense. Even if you can add your Dexterity bonus to Defense, when you are flat-footed you can still be affected by abilities that affect you when you have your Dexterity bonus to Defense denied (such as Sneak Attack).

Fly (type of movement): Creatures with Fly type of movement can move through the air freely. They can hover, make attacks from the air, dive and so on freely.

Fortitude save: A type of saving throw, related to a character's ability to withstand damage thanks to his physical stamina.

Free action: Free actions consume a negligible amount of time, and one or more such actions can be performed in conjunction with actions of other types.

Frightened: Fearful of a creature, situation, or object. See Special Abilities.

Frozen: Frozen characters cannot move or act while they are frozen. They do not drop their weapons, which are frozen when the creature is frozen.

Full normal hit points: An individual character's maximum hit points when undamaged.

Full-round attack: Full-round actions consume all of a character's effort during a round. The only movement possible in conjunction with a full-round action is a 5-foot step, which can occur before, after, or during the action.

Gargantuan: A Gargantuan creature is between 32 and 64 ft in height or length and weighs between 32,000 and 250,000 lbs.

Grapple check: An opposed check that determines a character's ability to struggle in a grapple. See Combat Maneuvers.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. See Combat Maneuvers.

Grenade powers: Combat powers that specifically affect grenades thrown by the character.

Heavy melee weapon: A heavy melee weapon designed for use in one hand, such as a longsword, often either along with a shield or a light weapon in the other hand. A heavy melee weapon is considered to be an object one size category smaller than its designated wielder (for example, a Medium longsword, which is a heavy melee weapon, is a Small object).

Helpless: Paralyzed, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. See Conditions.

Hit: Make a successful attack roll.

Hit Die/Dice (HD): In the singular form, a die rolled to generate hit points. In the plural form, a measure of relative power that is synonymous with character level for the sake of powers, credits, items, and features that affect a certain number of Hit Dice of creatures.

Hit points (HP): A measure of a character's health or an object's integrity. Damage decreases current hit points, and lost hit points return with healing or natural recovery. A character's hit point total increases permanently with additional experience and/or permanent increases in Constitution, or temporarily through the use of special abilities or items.

Hour: Time unit. Whenever an hour, minute or second is referred to, it refers to the Galactic Standard Time where 1 day = 20 hours; 1 hour = 100 minutes; 1 minute = 100 seconds; 1 second = 1,5 Earth seconds. See Galactic Standard Time for more information.

Huge: A Huge creature is typically between 16 and 32 ft in height or length and weighs between 4,000 and 32,000 lbs.

Illumination (bright): Normal levels of illuminations, similar to those provided by natural sunlight. No special penalties or bonuses are given to those inside an area of bright illumination. Those looking into a area of bright illumination can see just fine. A source of bright illumination can be seen, by anyone in darkness, at a distance of 20 times the radius of the bright illumination area (or, if they are in a closed space, at a distance 40 times the average size of the opening from where the bright illumination can be seen)

Illumination (shadowy): Dim illumination conditions, similar to those provided by natural moonlight. Things inside an area of shadowy illumination are more difficult to see, gain a +5 bonus on Hide checks as well as concealment. A source of bright illumination can be seen, by anyone in darkness, at a distance of 10 times the radius of the shadowy illumination area (or, if they are in a closed space, at a distance 20 times the average size of the opening from where the bright illumination can be seen). Anyone in shadowy illumination spots a source of light at half the values presented above (example, at only 10 times the radius of the bright illumination area.

Improvised weapon: An improvised weapon is something that was not designed to be used as a weapon, and so it is difficult to wield as one. Any character using an improvised weapon on an attack takes a -4 penalty to that attack roll. The penalty is cumulative for each improvised weapon used for the attack (so using two improvised melee weapons imposes a -8 penalty on the melee attack roll).

Initiative: A system of determining the order of actions in battle. Before the first round of combat, each combatant makes a single initiative check. Each round, the participants act in order from the highest initiative result to the lowest.

Initiative check: A check used to determine a creature's place in the initiative order for a combat. An initiative check is 1d20 + Dex modifier + other modifiers.

Initiative count: The result of an initiative check, expressed as a number that indicates when a character's turn comes up.

Initiative modifier: A bonus or penalty to initiative checks.

Instant Kill Roll: A special third roll that may eventually come up with a Critical Hit. This roll allows the character to instantly kill the target or at least hit some specific body part for a greater effect.

Invisible: Visually undetectable. See Special Abilities.

Kind: A subcategory of creature type. For example, organic is a creature type, and rachni is a kind of organic.

Large: A Large creature is typically between 8 and 16 ft in height or length and weighs between 500 and 4,000 lbs.

Lethal damage: Damage that reduces a creature's hit points.

Light melee weapon: A weapon suitable for use in the wielder's off hand, such as a dagger. A light melee weapon is considered to be an object two size categories smaller than its designated wielder (for example, a Medium light melee weapon such as a small blade is a Tiny object).

Line of effect: Line of effect tells you whether an effect (such as an explosion) can reach a creature. Line of effect is just like line of sight, except line of effect ignores restrictions on visual ability. For instance, an explosion doesn't care if a creature is invisible or hiding in darkness.

Line of sight: Two creatures can see each other if they have line of sight to each other. To determine line of sight, draw an imaginary line between your space and the target's space. If any such line is clear (not blocked), then you have line of sight to the creature (and it has line of sight to you). The line is clear if it doesn't intersect or even touch squares that block line of sight. If you can't see the target (for instance, if you're blind or the target is invisible), you can't have line of sight to it even if you could draw an unblocked line.

Low-light vision: The ability to see in conditions of shadowy illumination as if the illumination were actually bright.

Main hand: A character's stronger and more dexterous hand (usually the right).

Mechanical: A type of creature. Mechanicals are synthetics usually controlled by limited VI that cannot learn or adapt and they cannot benefit from First-Aid and Medicine. Instead, they can benefit from the Repair skill. Mechanicals are immune to Bleeding effects. For more information on mechanicals, see Mechs.

Medium: A Medium creature is typically between 4 and 8 ft in height or length and weighs between 60 and 500 lbs.

Melee: Melee combat consists of physical blows exchanged by opponents close enough to threaten one another's space as opposed to ranged combat.

Melee attack: A physical attack suitable for close combat.

Melee attack bonus: A modifier applied to a melee attack.

Melee attack roll: An attack roll during melee combat, as opposed to a ranged attack roll. See attack roll.

Melee touch attack: A touch attack made in melee, as opposed to a ranged touch attack. See touch attack.

Melee weapon: A handheld weapon designed for close combat.

Miniature figure: The physical representation of a creature or character on the battle grid; a three-dimensional figure.

Miss chance: The possibility that a successful attack roll misses anyway because of the attacker's uncertainty about the target's location. See concealment.

Miss chance roll: A d% to determine the success of an attack roll to which a miss chance applies.

Modifier: Any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Natural: A natural result on a roll or check is the actual number appearing on the die, not the modified result obtained by adding bonuses or subtracting penalties.

Natural reach: The distance from which a creature can make a melee attack or a melee touch attack. The creature threatens all squares within that distance from its space.

Nauseated: Experiencing stomach distress. See Conditions.

Negate: Invalidate, prevent, or end an effect with respect to a designated area or target.

Nightvision: An extraordinary ability possessed by some creatures that enables them to see in the dark.

Nonintelligent: Lacking an Intelligence score. Mind-affecting effects do not affect nonintelligent creatures, nor can nonintelligent creatures benefit from morale bonuses.

Nonlethal damage: Damage typically resulting from an unarmed attack, an armed attack delivered with intent to subdue, a forced march, or a debilitating condition such as heat or starvation.

Nonplayer character (NPC): A character controlled by the GM rather than by one of the other players in a game session, as opposed to a player character.

Off hand: A character's weaker or less dexterous hand (usually the left). Using a weapon in the off-hand along with one in the main hand applies a -8 penalty to attack rolls with both weapons but allows for greater firepower or melee damage. See Combat Maneuvers.

Organic: A type of creature. Organics can be sentient or not. Organics benefit from First-Aid.

Overlap: Coexist with another effect or modifier in the same area or on the same target. Bonuses that do not stack with each other overlap instead, so only the largest bonus provides its benefit.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. See Special Abilities.

Paralyzed: Unable to move or act. See Conditions.

Pinned: Held immobile (but not helpless) in a grapple.

Plating HP: A rare but useful second pool of HP. Plating HP are only damaged after the character has lost Shield HP, and while Plating HP remains the target's normal HP are protected from damage. Plating HP can only be recovered with a rest.

Player character (PC): A character controlled by a player other than the GM, as opposed to a NPC.

Point of origin: The location in space where an effect begins.

Points of damage: A number by which an attack reduces a character's current hit points.

Prerequisite: A requirement that must be met before a given benefit can be gained.

Projectile weapon: A weapon that uses mechanical force to propel a projectile toward a target (example: firearms)

Prone: Lying on the ground. See Combat Modifiers and Conditions.

Range increment: Each full range increment of distance between an attacker using a ranged weapon and a target gives the attacker a cumulative -3 penalty on the attack roll. Thrown weapons have a maximum range of 5 range increments. Projectile weapons have a maximum range of 20 range increments with the exception of sniper rifles that have a maximum range of 30 range increments.

Range penalty: A penalty applied to a ranged attack roll based on distance. See range increment.

Ranged attack: Any attack made at a distance with a ranged weapon, as opposed to a melee attack.

Ranged attack roll: An attack roll made with a ranged weapon. See attack roll.

Ranged touch attack: A touch attack made at range, as opposed to a melee touch attack. See touch attack.

Ranged weapon: A thrown or projectile weapon designed for ranged attacks.

Reaction: Acting in response to a situation or circumstance beyond one's control. For example, the GM may call for a Listen check as a reaction to see if you hear something you weren't specifically trying to hear.

Reflex save: A type of saving throw, related to a character's ability to mitigate an effect thanks to his agility or quick reactions.

Regeneration: The ability of some creatures to regain HP or heal ruined organs and repair broken bones. Regeneration heals an amount of HP each round and the amount regenerated is indicated by the regeneration the creature possesses. Regeneration only allows a creature to regain normal HP, not Plating or Shield HP. Regeneration does not alter conditions that do not deal damage in hit points, such as poisoning.

Regeneration does not count as natural healing

Rest: An 8-hour (or 24-hour) period where characters are not engaged in actions that cause stress, adrenaline or require concentration. Usually rest implies sleeping for several hours.

Result: The numerical outcome of a check, attack roll, saving throw, or other 1d20 roll. The result is the sum of the natural die roll and all applicable modifiers.

Round: A 6-second unit of game time used to manage combat. Every combatant may make at least one action every round.

Saving throw (save): A roll made to avoid (at least partially) damage or harm. The three types of saving throws are Fortitude, Reflex, and Will.

Second Critical Roll: A special second roll made when a character attains a Critical Hit with a natural 20 result in the attack roll, or when he attains a Critical Hit with an attack roll that is 15 points higher than the target's AC. This Second Critical Roll is a 1d20 roll that in the case of a natural 19 or 20 grants the character access to the Instant Kill Roll. See Critical Hits and Critical Failures.

Shaken: Mildly fearful. See Special Abilities.

Shield HP: The first pool of HP. When damaged, the character's Shield HP are the first ones to take the damage. While the character has Shield HP, his Plating HP and normal HP cannot be damaged.

Sickened: Mildly ill. See Conditions.

Size: The physical dimensions and/or weight of a creature or object. The sizes, from smallest to largest, are Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal.

Size modifier: The bonus or penalty derived from a creature's size category. Size modifiers of different kinds apply to Defense, attack rolls, Hide checks, grapple checks, and various other checks.

Skill: A talent that a character acquires and improves through training.

Skill check: A check relating to use of a skill. The basic skill check = 1d20 + skill rank + the relevant ability modifier (or simply 1d20 + skill modifier).

Skill modifier: The bonus or penalty associated with a particular skill. Skill modifier = skill rank + ability modifier + miscellaneous modifiers. (Miscellaneous modifiers include racial bonuses, load check penalty, situational modifiers, and so forth.) Skill modifiers apply to skill checks by characters in the course of using the corresponding skills.

Skill points: A measure of a character's ability to gain and improve skills. At each level, a character gains skill points and spends them to buy skill ranks. Each skill point buys 1 rank in a class skill or 1/2 rank in a cross-class skill.

Skill rank: A number indicating how much training or experience a character has with a given skill. Skill rank is incorporated into the skill modifier, which in turn improves the chance of success for skill checks with that skill.

Small: A Small creature is typically between 2 ft and 4 ft in height or length and weighs between 8 lbs and 60 lbs.

Space: The amount of floor space a creature requires to fight effectively, expressed as one dimension of a square area (for example, a creature with a space of 10 feet occupies a 10-foot-by-10-foot area on the battle grid). Space determines how many creatures can fight side by side in a corridor, as well as how many creatures can attack a single opponent at once. A creature's space depends upon both its size and its body shape.

Speed: The number of feet a creature can move when in an action.

Square: A square on the battle grid. A square is 1 inch on a side and represents a 5-foot-by-5-foot area. The terms "1 square" and "5 feet" are generally interchangeable.

Stable: Unconscious and having negative hit points but not dying. A dying character who is stable retains no hit points, but stops losing them at a rate of 1 per round.

Stack: Combine for a cumulative effect.

Staggered: Having nonlethal damage exactly equal to current hit points. See Conditions.

Stunned: A stunned creature drops everything held, can't take actions. See Conditions.

Subject: A creature affected by a power or ability.

Subtype: A subdivision of creature type. For example, humans and batarians are both of the organic type, but each of those races also constitutes its own subtype of organic creatures.

Surprise: A special situation that occurs at the beginning of a battle if some (but not all) combatants are unaware of their opponents' presence. In this case, a surprise round happens before regular rounds begin. In initiative order (highest to lowest), those combatants who started the battle aware of their opponents each take a partial action during the surprise round. Creatures unaware of opponents are flat-footed through the entire surprise round and do not enter the initiative cycle until the first regular combat round.

Swim (type of movement): A creature with the Swim type of movement (such as a Hanar) can freely underwater (usually creatures with Swim speed can also breath underwater). Those creatures gain a +8 bonus on all Swim checks and can make Swim checks even if they normally couldn't (such as when being threatened). Those creatures are still subjected to the penalties of being underwater.

Synthetic: A type of creature. Synthetics are artificial constructs, usually of humanoid shape, that possess learning capabilities, regardless of their actual intelligence and processing power. For example, before the events of Mass Effect 3 Geth had rudimentary intelligence when alone (a single geth unit is no more intelligent than a varren) but when in group their advanced VIs were capable of creating neural links that effectively increased their intelligence and learning ability.

Mechs, on the other hand, do not possess VIs with the ability to adapt and learn and so, although artificial, they are not considered synthetics.

Synthetics do not benefit from the First-Aid or Medicine skills, using instead the Repair skill for healing. Synthetics are immune to Bleeding effects.

Take damage: Be affected by damage (either lethals or nonlethal) from a successful attack. Damage dealt by an opponent does not necessarily equal damage taken, as various special defenses may reduce or negate damage from certain kinds of attacks.

Take 10: To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a d20 roll). You can't take 10 if distracted or threatened, such as during combat.

Take 20: To assume that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on d20). Taking 20 takes as much time as making twenty separate skill checks (usually at least 2 minutes). Taking 20 assumes that the character fails many times before succeeding, and thus can't be used if failure carries negative consequences.

Target: The intended recipient of an attack, power, item, or effect.

Tech maintenance: Number of tech points that are removed, from a character's tech point pool, while a specific tech power is active. These points can only be recovered if the power in question is no longer active.

Tech points: A number that represents the character's ability to use tech powers. Tech points are gained through class features or feats. When a tech power is used, a certain amount of tech points are spent.

Tech powers: The ability some creatures possess to manipulate alter electric-magnetic fields, target systems, electric currents, etc and cause certain effects. Tech powers are gained through Tech Specializations.

Tech specializations: The character's ability to improve his expertise, or develop new ones, on a specific tech power.

Temporary hit points: Hit points gained for a limited time through certain features and items (such as stimpacks). See Injury and Death.

Threaten: To be able to attack in melee without moving from your current space. A creature typically threatens all squares within its natural reach, even when it is not its turn to take an action. For Medium or Small creature this usually includes all squares adjacent to its space. Larger creatures threaten more squares, while smaller creatures may not threaten any squares except their own.

Threatened square: A square within an opponent's reach. Generally, characters threaten all adjacent squares. Certain actions provoke AoO when taken within a threatened square.

Thrown weapon: A ranged weapon that a character hurls at an enemy, such as a grenade.

Tiny: A Tiny creature is typically between 1 and 2 ft in height or length and weighs between 1 and 8 lbs.

Total concealment: Attacks against a target with total concealment have a 50% miss chance. Total concealment blocks line of sight. See concealment.

Total cover: Attacks against a target that has total cover automatically fail. Total cover blocks line of sight and line of effect. See cover.

Touch attack: Some attacks, especially biotic and tech powers, state the character must make a ranged touch attack. This is literally a normal attack against your Defense, but count as different attacks for purposes of feats and other features.

Trained: Having at least 1 rank in a skill. Many skills can be used untrained by making a successful skill check using 0 skill ranks. Others, such as Decryption, can be used only by characters who are trained in that skill.

Turn: The point in the round at which you take your action(s). On your turn, you may perform one or more actions, as dictated by your current circumstances.

Two-handed melee weapon: A melee weapon designed for use in two hands, such as a quarterstaff. A two-handed melee weapon is considered to be an object of the same size as its designated wielder (for example, a quarterstaff is a Medium object).

Two-handed weapon: A weapon designed for use in two hands, such as a sniper rifle. A two-handed weapon is considered to be an object of the same size as its designated wielder (for example, a sniper rifle is a Medium object).

Unarmed attack: A melee attack made with no weapon in hand.

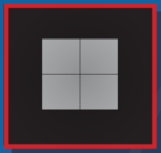
Unconscious: Knocked out and helpless. See Conditions.

Untrained: Having no ranks in a skill. Many skills can be used untrained by making a successful skill check using 0 skill ranks and including all other modifiers as normal. Other skills can be used only by characters who are trained in that skill.

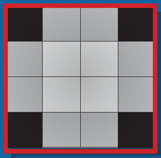
Weapon-based powers: Combat powers that improve the character's ability with a specific firearm and allow him to perform special attacks with that specific weapon.

Will save: A type of saving throw, related to a character's ability to withstand damage thanks to his mental toughness.

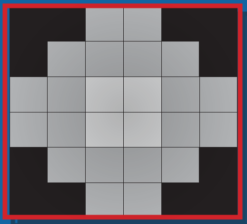
Area Damage Sizes



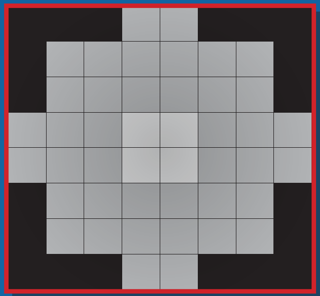
5-ft Radius



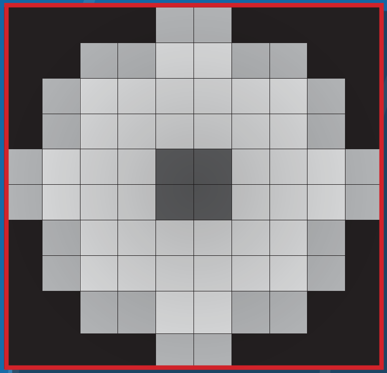
10-ft Radius



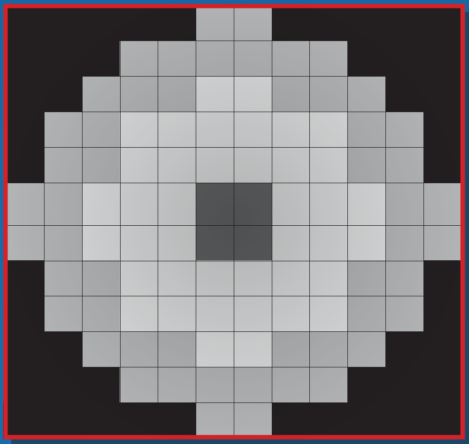
15-ft Radius



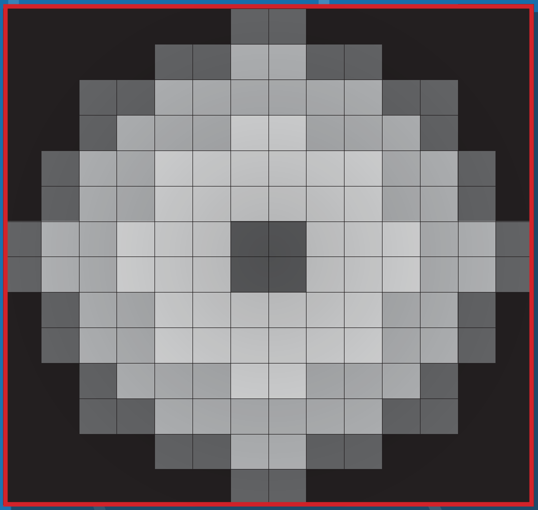
20-ft Radius



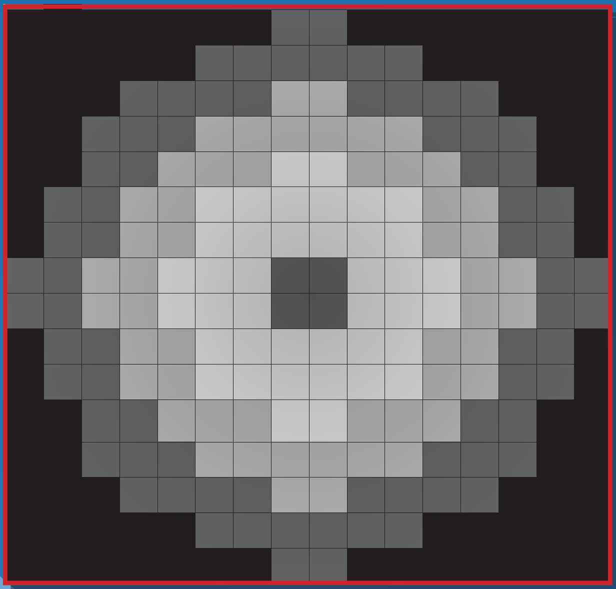
25-ft Radius



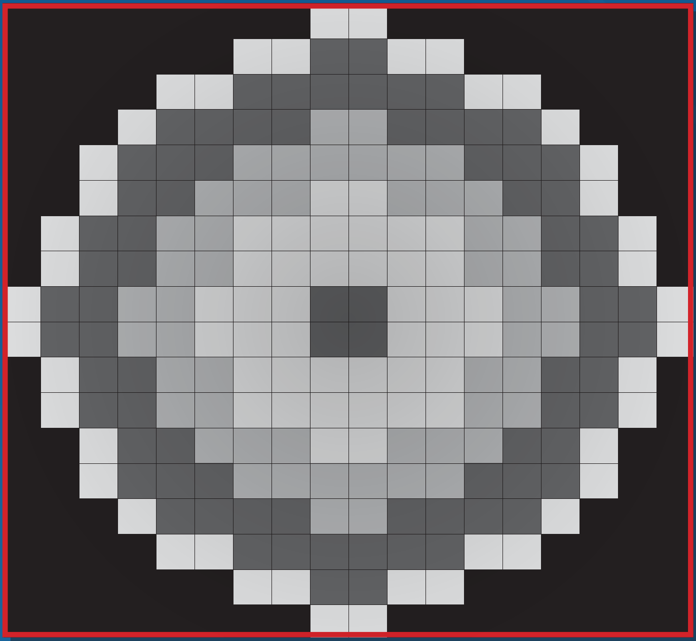
30-ft Radius



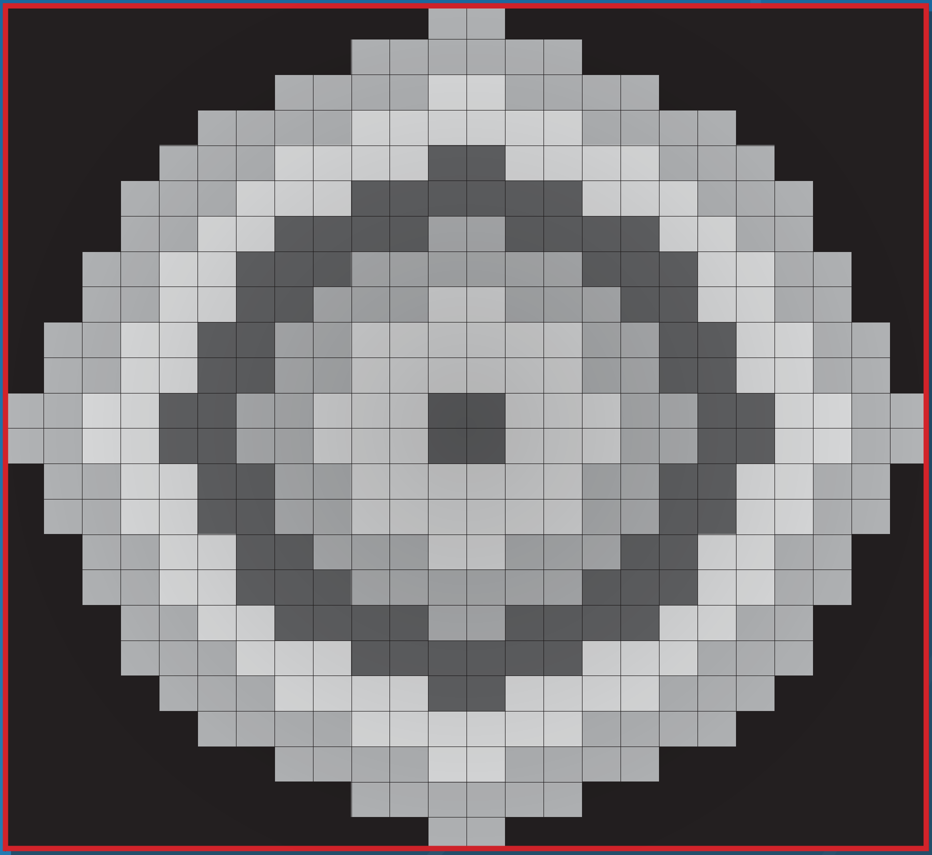
35-ft Radius



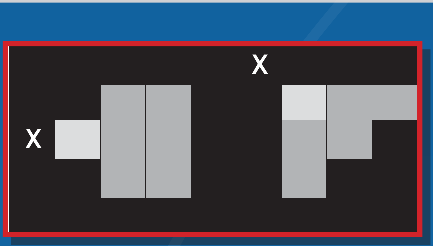
40-ft Radius



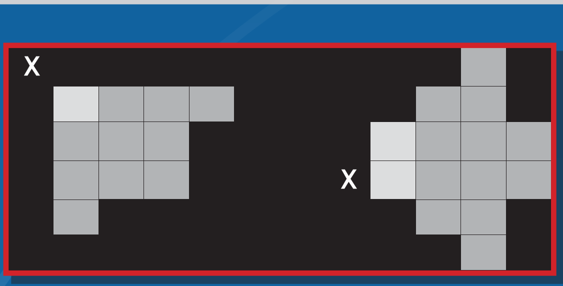
45-ft Radius



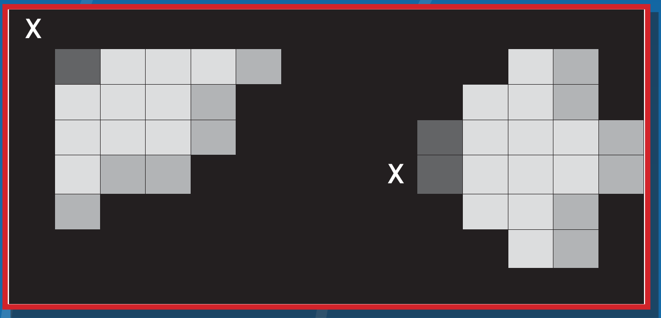
60-ft Radius



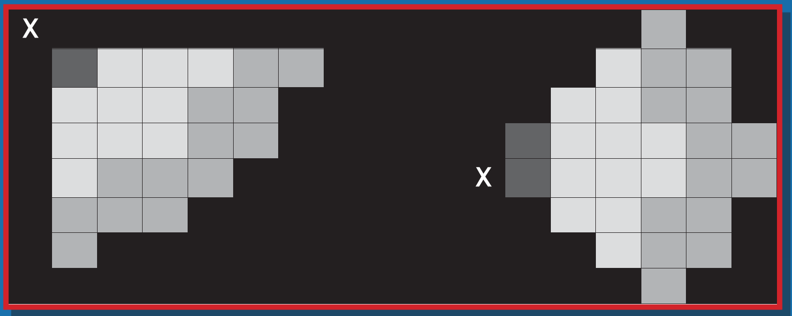
15-ft Cone



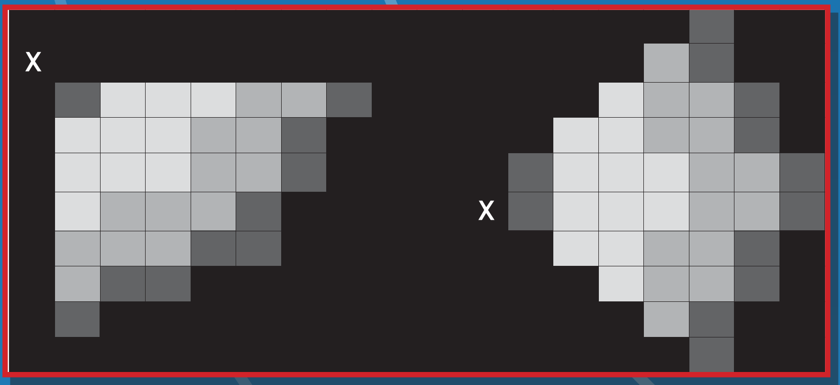
20-ft Cone



25-ft Cone

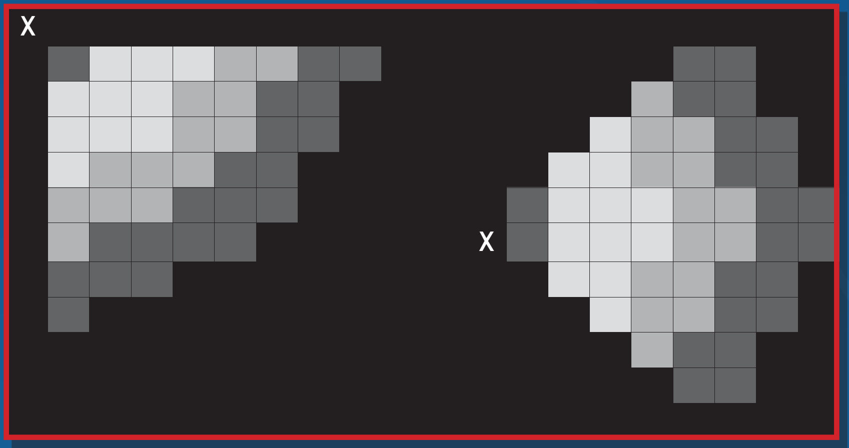


30-ft Cone

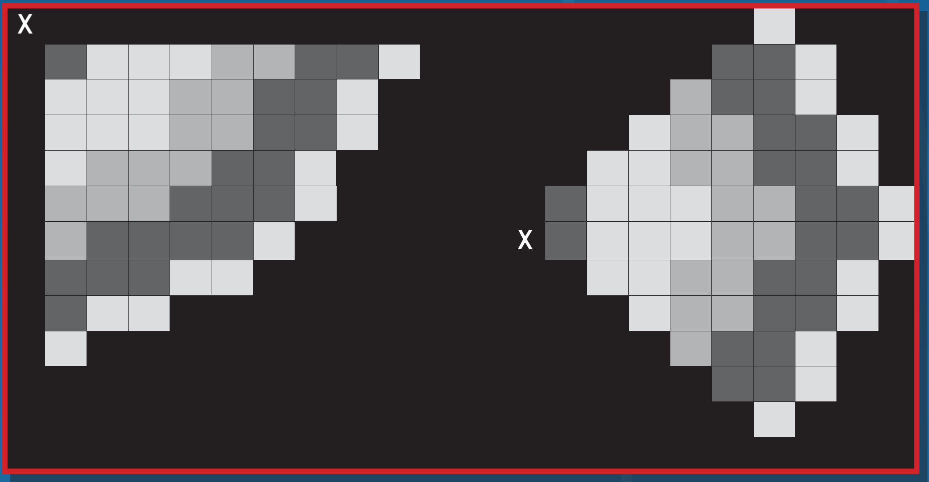


35-ft Cone

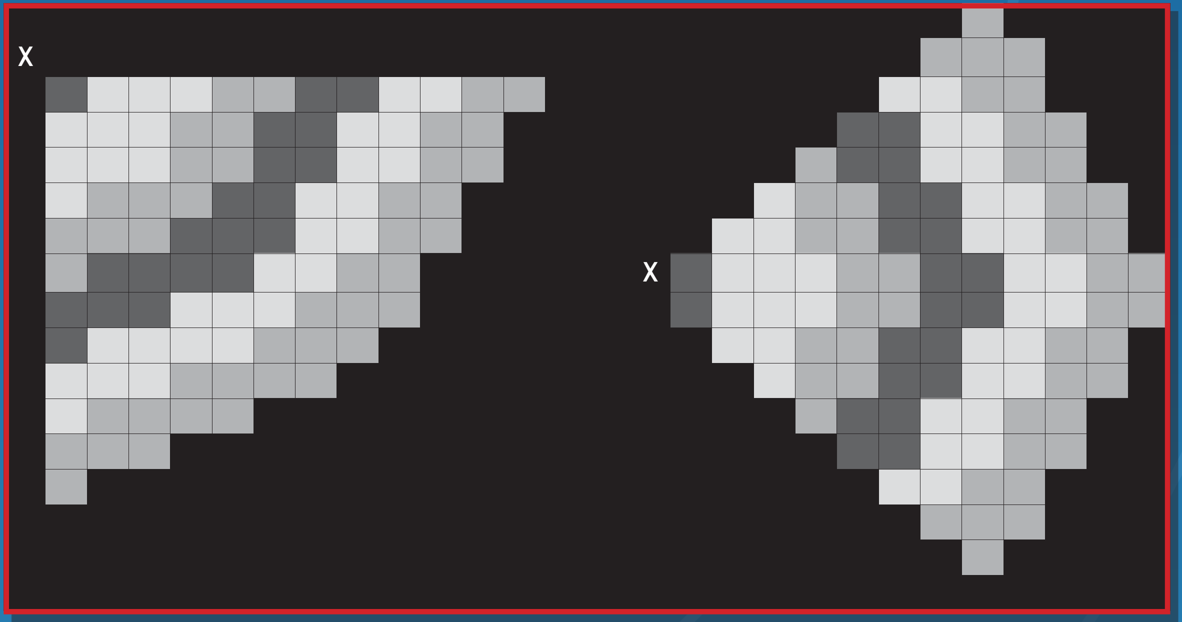
Note: (X marks location of character)



40-ft Cone



45-ft Cone



60-ft Cone

Note: (X marks location of character)

MASS EFFECT D20

CHARACTER NAME

HOMEWORLD

CLASS AND LEVEL

MOTTO

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

DEF DEFENSE: TOTAL = 10 + DEX + SIZE + MISC + COVER + MOVE | DEFENSE MODIFIERS

HP HEALTH | MAX

SLD SHIELD | MAX

PLT PLATING | MAX

DR REDUCTION

INIT INITIATIVE: TOTAL = DEX + MISC

FF FLAT-FOOT

TOUCH

SPD SPEED: BASE SPEED | IN ARMOR | RUNNING | SWIMMING

SPEED MODIFIERS

CLIMBING | FLYING

BAB BASE ATTACK

PORTRAIT

PARAGON

RENEGADE

	CURRENT	MAINTENANCE	MAX
BIOTIC POINTS			
TECH POINTS			

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MOD		GEAR MOD		MISC MOD
FORTITUDE (CONSTITUTION)		=		+		+		+	
REFLEX (DEXTERITY)		=		+		+		+	
WILLPOWER (WISDOM)		=		+		+		+	

SAVE MODIFIERS

SKILLS

SKILL NAMES	TOTAL BONUS		ABILITY MODIFIER		RANKS		MISC MODIFIER
○ BALANCE		= DEX		+		+	
○ BIOTICS		= INT		+		+	
○ BLUFF		= CHA		+		+	
○ CLIMB		= STR		+		+	
○ CONCENTRATION		= CON		+		+	
○ DAMPING*		= INT		+		+	
○ DECRYPTION*		= INT		+		+	
○ DIPLOMACY		= CHA		+		+	
○ DISGUISE		= CHA		+		+	
○ ELECTRONICS*		= INT		+		+	
○ FIRST AID		= WIS		+		+	
○ GAMBLE		= CHA		+		+	
○ GATHER INFO		= CHA		+		+	
○ HACKING*		= INT		+		+	
○ HEAVY WEAPONS*		= INT		+		+	
○ HIDE		= DEX		+		+	
○ INTIMIDATE		= CHA		+		+	
○ INVESTIGATE*		= INT		+		+	
○ JUMP		= STR		+		+	
○ KNOWLEDGE (ART)*		= INT		+		+	
○ KNOWLEDGE (PSYCHOLOGY)*		= INT		+		+	
○ KNOWLEDGE (BIOLOGY)*		= INT		+		+	
○ KNOWLEDGE (CIVICS)*		= INT		+		+	
○ KNOWLEDGE (CURRENT EVENTS)*		= INT		+		+	
○ KNOWLEDGE (HISTORY)*		= INT		+		+	
○ KNOWLEDGE (PHYSICS)*		= INT		+		+	

CONDITIONAL MODIFIERS

SKILL NAMES	TOTAL BONUS		ABILITY MODIFIER		RANKS		MISC MODIFIER
○ KNOWLEDGE (POP CULTURE)*		= INT		+		+	
○ KNOWLEDGE (SPACE)*		= INT		+		+	
○ KNOWLEDGE (STREETWISE)*		= INT		+		+	
○ KNOWLEDGE (TACTICS)*		= INT		+		+	
○ KNOWLEDGE (TECHNOLOGY)*		= INT		+		+	
○ KNOWLEDGE (RELIGION)*		= INT		+		+	
○ LISTEN		= WIS		+		+	
○ MEDICINE*		= INT		+		+	
○ MOVE SILENTLY		= DEX		+		+	
○ PERFORM		= CHA		+		+	
○ PILOTING		= INT		+		+	
○ REPAIR		= INT		+		+	
○ RESEARCH (BIOLOGY)*		= INT		+		+	
○ RESEARCH (PHYSICS)*		= INT		+		+	
○ RESEARCH (CHEMISTRY)*		= INT		+		+	
○ RESEARCH (QUANTUM PHYSICS)*		= INT		+		+	
○ RESEARCH (ELECTRONICS)*		= INT		+		+	
○ RESEARCH (ENGINEERING)*		= INT		+		+	
○ RESEARCH (GEOLOGY)*		= INT		+		+	
○ SEARCH		= INT		+		+	
○ SENSE MOTIVE		= WIS		+		+	
○ SLEIGHT OF HAND*		= DEX		+		+	
○ SPOT		= WIS		+		+	
○ SURVIVAL		= WIS		+		+	
○ SWIM		= STR		+		+	
○ TUMBLE*		= DEX		+		+	

LANGUAGES

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

ARMOR	SHIELDS	DAMAGE REDUCTION

TYPE	ENHANCED FIBERS	CUSTOMIZATION OPTIONS

	ARMOR SPECIAL QUALITIES
HEAD	
SHOULDERS	
ARMS	
CHEST	
LEGS	
OTHERS	

BIO-AMP	FUNCTIONS	CHA NEEDED

MODIFICATIONS	FUNCTION COST

OMNI-TOOL

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

WEAPON	ATTACK BONUS	CRITICAL

ACTION	RANGE	AMMUNITION	DAMAGE	RECOIL

MODS

CYBERNETICS	CYBERNETIC BONUS

THERMAL CLIPS

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

MEDI-GEL

☐☐☐☐☐
☐☐☐☐☐
☐☐☐☐☐

GRENADES

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

REPAIR KITS

☐☐☐☐☐
☐☐☐☐☐

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

POWER	SPECIALIZATION

COST	MAINTENANCE	RANGE	DAMAGE	COOLDOWN

DC	SAVE TYPE	POWER RANK	ACTIVATION

NOTES

GEAR

	WGT		WGT
		TOTAL =	

EXPERIENCE

NEXT

CREDITS

LIGHT LOAD		LIFT OVER HEAD	
MEDIUM LOAD		LIFT OFF GROUND	
HEAVY LOAD		PUSH OR DRAG	

STORAGE LOCKER

FEATS

SPECIAL ABILITIES

NOTES